

Nov 30, 1994 Vol.I No.8

CAIN
Monthly Newsletter
Central Atari
Information Network

The Official Online Newsletter of the Cleveland Free-Net Atari SIG

The Cleveland Free-Net Community Computer System is accessible worldwide!

telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

216/368-3888 | 300-14400 bps | type 'go atari' at any menu

WWW: <http://ace.cs.ohiou.edu/personal/mleair/cain.html>

Covering:

7800/XE/XL/800/400,FALCON030/ST/TT/ST(e),PORTFOLIO,LYNX,JAGUAR

CAIN Online Newsletter Published and Copyright (c) 1994
by Cain Publishing

Publisher/Editor

Voting/Conferences.....Mark Leair aa338@cleveland.freenet.edu

Assistant Editor

SIG Manager/Jaguar Area....Len Stys aa399@cleveland.freenet.edu

8-Bit Support Area.....Michael Current aa700@cleveland.freenet.edu

8-Bit Technical Forum.....Craig Lisowski aa853@cleveland.freenet.edu

16/32-Bit Support Area.....Bruce D. Nelson aa789@cleveland.freenet.edu

16/32-Bit Support Area.....Thomas Main eml29@cleveland.freenet.edu

Atari Classic Gaming Corner/

Portfolio Support Area.....Fred Horvat ap748@cleveland.freenet.edu

Lynx Support Area.....Barry W. Cantin aa852@cleveland.freenet.edu

Contributor.....Ari Feldman FELDAK79@SNYONEVA.CC.ONEONTA.EDU

Cleveland Free-Net Atari SIG Internet E-Mail: xx004@cleveland.freenet.edu

Cleveland Free-Net Atari SIG, P.O. Box 364, Mentor, OH U.S.A. 44061-0364

Table of Contents

>From the Editor.....The CAIN Newsletter

-Mark Leair

>From the SIG Manager.....The Cleveland Free-Net & Atari SIG
-Len Stys

Free-Net News.....ASCII Art to Atari SIG Menus
-Atari SIG

Atari News.....Doom Creators Unleash 64-Bit Hell on the Atari Jaguar
Game Descriptions of November '94 Jaguar Game Releases
Atari Unleashes an Array of Jaguar Game Titles
Atari Jaguar Stalks Japan
Atari's Alien Vs. Predator Hits Big in Stores
Time Warner & Atari to Offer Jaguar Games on Full Service Network
Atari and Sega Finalize Deal
-Atari Corp.

8-Bit Computers Support Area.....8-bit Product News
8-bit Feature Article (2)
8-Bit Commentary
-Michael Current

16/32-Bit Computers Support Area.....16/32-bit Product Reviews
-Thomas Main

Atari Classic Gaming Corner.....Classic Gaming Product News
Classic Gaming Product Review
-Fred Horvat

Lynx Support Area.....Lynx Feature Article
Lynx Commentary
-Barry W. Cantin

Jaguar Support Area.....Jaguar News
Jaguar Game Summaries
Tempest 2000 Soundtrack shipping soon
VHS Game Tape Offer
Jaguar Contest
Doom Internet Reviews
Dragon Internet Reviews
Brutal Sports Internet Reviews
Club Drive Internet Review
Alien Vs. Predator Hints
Alien Vs. Predator Cheats
Doom Cheats
Jaguar Messages of Interest
December 1994 Jaguar Letter Writing Campaign
Jaguar Commentary
-Len Stys

Upcoming Atari Shows.....Atari Show Calendar
-Mark Leair

Voting Issues and Results.....Reader and User Opinion Poll Information
-Mark Leair

General Information of Need.....How to Contribute to CAIN
Article Requests
-Mark Leair

>From the Editor

Mark Leair

The Holiday Season has come upon us! What a great time to "wish" for something "Atarian"! For the Jag fans, there's the long awaited DOOM. If you're an Atari 8-bitter, check out the 8 bit section for the "Atari 8-bit Omnibus"...a catalog of companies that support the 8-bit...Something for your Holiday Wish list could be at your finger-tips... Right now is also a good time to buy a Lynx! Consult the Lynx section for details... There's even new software available for the 2600! You will soon see that this issue is full of holiday gift suggestions for your Atari computer or game system... Enjoy!

Next, the long-awaited "Who's Who in the Atari Community" is included as a supplement to this newsletter. This contains names, e-mail address, and brief descriptions of "influential" people in the Atari Community. People considered "influential" in the community include user group presidents, programmers, writers, ftp site maintainers, etc. If you fall under one or more of these categories, you can be included in this list. Consult the newsletter's supplement for further information.

Until next month, from all of us here at CAIN, have a VERY HAPPY Holiday and a prosperous New Year!

-Mark Leair
CAIN Publisher

>From the SIG Manager

Len Stys

The year is almost over and I hope everyone has enjoyed CAIN Newsletter. The main goal of this newsletter is to keep everyone informed of what has been going on and to encourage the readers of CAIN Newsletter to participate in the Cleveland Free-Net Atari SIG. After all, this system is our home and we love visitors!

We are also one of the few publications out there that likes to print commentary. That is why we encourage our editors and readers to write commentary for the newsletter. We aren't afraid of stepping on toes because we believe it actually helps in the long-run.

This is another information packed issue of CAIN Newsletter. Even though Atari is supposedly officially out of the computer business, we aren't. We love reporting about Atari computers because they are still very capable machines. And maybe one day, Atari will try to tackle the personal computer business again. We all know that Atari's heart remains in this industry...

The Jaguar is doing really well this Christmas. Alien Vs. Predator is a hit and Atari is airing three new commercials in December. Hopefully, we will see Atari concentrating on the Lynx in the near future again. It is one heck of a handheld that should have more games available for it.

Happy Holidays Everyone!

Free-Net News

The Cleveland Free-Net Atari SIG will be adding new ASCII art to the menus in the month of December. Stop by, check it out, and tell us how you like it. We'd love more visitors for the Holidays!

Atari News

Contact: Ron Beltramo	David Harrah
Atari	Edelman Public Relations
408/745-8852	415/968-4033

For Immediate Release

DOOM CREATORS UNLEASH 64-BIT HELL ON THE ATARI JAGUAR

SUNNYVALE, CA (December 2, 1994) -- Fans of the cult video game DOOM can now experience what Jay Wilbur, president of Id Software, the company that created the popular game, describes as "the most powerful version of the game on any video game system." According to reports from stores nationwide, the Jaguar version of DOOM is already selling briskly.

DOOM is an ultra-fast virtual reality showcase that plunges the player deep into a 3D world filled with legions of gruesome fiends. The Atari Jaguar is the first 64-bit video game system in the world.

Unlike versions for other video game systems, the Jaguar version of DOOM

- * Offers nine additional levels of play, including improved, custom-designed levels available only on the Jaguar.
- * Exploits the Jaguar's 64-bit power to deliver compelling, realistic game play. For example, the monsters that populate the Jaguar version's hellish world are not flat, two-dimensional characters like they are on other systems, but awesome, three-dimensional beings. Catch a side-view as they walk around you, or turn-around and shoot them in the back!
- * Uses 65,000 colors -- compared to 256 on other systems -- for advanced lighting and shading effects that provide the most immersive, first-person experience available.
- * Allows for two players. Until now, this was only possible on the personal computer version of DOOM. Although owners of other video game systems can play their own, more limited version of DOOM, they cannot play each other. Jaguar fans will be able to link up two Jaguar systems and either team up against the gruesome fiends or challenge each other to a death match.
- * Offers a special save feature so Jaguar players can go back to the last completed level and continue their mission through the bowels of hell.

* Takes advantage of the full size of the television screen.

"We didn't just license the code to Atari, we developed the Jaguar version of DOOM ourselves," explained American McGee, a game designer at Id Software, the company that created DOOM. "We streamlined and improved the graphics and made the game even more compelling," he added.

The favorable reviews already are beginning to pour in. Video Games magazine described the game as an "unqualified addiction for those lucky enough to play it." The reviewer added, "This one could be a guaranteed system-seller for those considering a Jaguar purchase."

An aggressive marketing campaign will promote the Jaguar version of DOOM and will include new television commercials and print ads. The ad campaign will run in December, in time for the holiday shopping season.

Since its release in November 1993, Atari's Jaguar game system has been named the industry's "Best New Game System" (Video Games Magazine), "Best New Hardware System" (Game Informer) and "1993 Technical Achievement of the Year" (DieHard GameFan).

Atari Corporation markets interactive multimedia entertainment systems, including Jaguar, the world's first 64-bit game system, and the only video game system manufactured in the United States.

#

CONTACT: Patrick Toland/Laura Paden
Edelman Public Relations
(415) 433-5381

GAME DESCRIPTIONS OF NOVEMBER '94 JAGUAR GAME RELEASES

[] Checkered Flag -- Players choose sound and visual effects, music and pit crews and one of ten tracks. Once practice runs are complete, drivers take a crack at the qualifying heats. Then move on to single and tournament race options and make a run for the checkered flag!

"This one-player game offers a selection of more than ten courses, different cars and equipment, a pallet of car colors to choose from, even changeable weather conditions. Checkered Flag has a strong Virtual Racing feel." (Gamepro, July 1994)

[] Club Drive -- Choosing from four different themes, players cruise through the streets of San Francisco in a souped-up hot rod or plow through an Old West town in a futuristic speed machine picking up randomly placed energy balls. Players will never get enough once they strap in and join the 64-bit club.

"It's like Cybermorph on the ground! Race through and

explore several different scenes, the likes of which have never been seen in any driving game. These polygon graphics might take you to places you've never been." (Video Games Magazine, June 1994)

[] Doom -- Doom, which has received a national cult following, is an ultra-fast virtual reality showcase that plunges the player deep into a 3D world filled with legions of gruesome fiends. As a renegade marine, players use both state-of-the-art weaponry and their own wits to survive. Dramatic, high-speed animation, incredible graphics and Jaguar's uncompromising multimedia realism bring this PC favorite to 64-bit life.

"This game has already created a sensation on the PC side and is an unqualified addiction for those lucky enough to play it." (Video Games Magazine in June 1994)

[] Dragon: The Bruce Lee Story -- The spirit of martial arts master Bruce Lee lives on in this dangerously life-like combat simulation based on his biographical film. Players apply discipline and a devastating array of age-old fighting techniques to subdue opponents more cunning than the real Bruce Lee ever faced.

"Dragon: The Bruce Lee Story is a superb 'purist' kung-fu fighting game for Jaguar" (Electronic Gaming Monthly)

#

Jaguar is a trademark of Atari Corporation. Atari is a registered trademark of Atari Corporation. Other products named may be trademarks or registered trademarks of their owning companies.

CONTACT: Patrick Toland/Laura Paden
Edelman Public Relations
(415) 433-5381

For Immediate Release

ATARI UNLEASHES AN ARRAY OF JAGUAR GAME TITLES
The 64-Bit Jaguar Boasts the Release of Four New Titles

SUNNYVALE, Calif. (November 23, 1994) -- The video game jungle is rapidly becoming Jaguar territory as Atari plans to enlarge its current library with the release of four new game titles in November, including the highly anticipated Doom, the PC cult favorite. The Jaguar version of Doom is the best version we've developed for any video game platform," said Jay Wilbur, president of id Software.

Atari also is releasing three additional titles including Checkered Flag, Club Drive and Dragon: The Bruce Lee Story.

"These game titles are just the tip of the iceberg of

what's to come -- we'll have more than 20 titles available for the Atari Jaguar by year's end," stated Sam Tramiel, President and CEO of Atari Corporation. "Our software library will continue to grow rapidly in the coming months and the coming year with titles designed to capitalize on the revolutionary technology of the 64-Bit Jaguar system."

With Jaguar's cutting-edge graphics, 24-bit true color and CD-quality sound, game players experience the latest in video game technology. Following is an outline of planned Atari releases for late November 1994:

Game Title	Game Category	MFG.SRP
-----	-----	-----
Checkered Flag	Formula Racing	\$ 69.99
Club Drive	Driving Simulation	59.99
Doom	Action/Combat	69.99
Dragon: The Bruce Lee Story	Fighting/Martial Arts	59.99

Since its release, Atari's Jaguar game system has been named the industry's "Best New Game System" (VideoGames Magazine), "Best New Hardware System" (GameInformer) and "1993 Technical Achievement of the Year" (DieHard GameFan). The Jaguar is the only video game system manufactured in the United States.

Over 200 third-party developers have agreed to create new titles for the Atari Jaguar. The November game releases are part of more than 20 games scheduled for availability prior to the holidays. Other Jaguar titles expected before year's end include Iron Soldier, Kasumi Ninja, Val D'Isere Skiing & Snowboarding, Zool2 and Bubsy.

Atari Corporation markets interactive multimedia entertainment systems, including Jaguar, the world's only 64-bit system, and the only video game system manufactured in the United States. Atari is headquartered at 1196 Borregas Avenue, Sunnyvale, California 94089.

#

Jaguar is a trademark of Atari Corporation. Atari is a registered trademark of Atari Corporation. Other products named may be trademarks or registered trademarks of their owning companies.

Contact: Laury Scott/Ron Beltramo	David Harrah
Atari	Edelman Public Relations
408/745-8852	415/968-4033

For Immediate Release

ATARI JAGUAR STALKS JAPAN

SUNNYVALE, CA (November 21, 1994) -- Atari Corporation today announced that the Atari Jaguar, the world's only 64-bit video game system, will now be available at all 25 Toys "R" Us stores and other selected stores in

Japan. Mumin Corporation of Tokyo, Japan, will handle distribution and sales. Japanese consumers will be able test-drive the Atari Jaguar Interactive Multimedia System at special demonstration kiosks in Toys "R" Us stores.

"The Japanese are very serious about their video game systems, and they will choose the system with the best graphics and most sophisticated playing environment," said Sam Tramiel, CEO of Atari Corporation. "We think that if they are given the chance to compare, Japanese gamers will choose Atari Jaguar."

The launch in Japan marks another significant milestone in building distribution for the Atari Jaguar system. Introduced in October of last year, the Jaguar was only available in New York and San Francisco during last year's important holiday shopping season. Today, the Jaguar is available throughout the United States, Canada, Europe and, now, Japan.

"We have the best game system in the business, hit games like Alien Vs. Predator and the soon-to-be-released Doom, and we are expanding our distribution," Tramiel added. "The momentum for Jaguar is building every day."

Since its release in November 1993, Atari's Jaguar game system has been named the industry's "Best New Game System" (Video Games Magazine), "Best New Hardware System" (Game Informer) and "1993 Technical Achievement of the Year" (DieHard GameFan).

Atari Corporation markets interactive multimedia entertainment systems, including Jaguar, the world's only 64-bit game system, and the only video game system manufactured in the United States.

#

Contact: Ron Beltramo	David Harrah
Atari	Edelman Public Relations
408/745-8852	415/968-4033

For Immediate Release

ATARI'S ALIEN Vs. PREDATOR HITS BIG IN STORES

SUNNYVALE, CA (November 22, 1994) -- Atari Corporation today announced that initial production of its new Alien Vs. Predator game, launched October 21st in stores around the world, has nearly sold-out. Atari is working with suppliers to rush additional quantities to stores in anticipation of increasing pre-Christmas demand for the game. Alien Vs. Predator utilizes the sophisticated graphics and power available from the 64-bit Atari Jaguar. "In less than three weeks, over 50% of our installed base purchased Alien Vs. Predator," said Sam Tramiel, CEO of Atari Corporation. "This is the most enthusiastic reception we've ever seen for a game and is indicative of what a truly great game Alien Vs. Predator really is. We

have also seen a strong increase in sales for the Jaguar system coinciding with the release of this game and the launch of our expanded advertising program."

Atari's new Alien Vs. Predator for the 64-bit Jaguar system provides such realistic graphics and life-like digitized sound effects that it creates a compelling, first-person perspective. Gamers can choose to be the Predator, Alien or Colonial Marine as they battle through the Predator ship, the Marine Training Base or the Alien ship, enjoying hours of entertainment. Alien Vs. Predator is licensed from Twentieth Century Fox and is based on the films of the same names.

Key game reviewers have been effusive in their praise for Alien Vs. Predator . Paul Anderson of Game Informer Magazine stated: "I was overwhelmed with the cutting edge graphics and the innovative game play of AVP --no question it's the best Jaguar game to-date."

"Alien Vs. Predator is the best 3-D action game that I have ever played -- the graphics and game play are second to none," wrote Dave Halverson, editor-in-chief of DieHard GameFan. "If you own a Jaguar, you must own this game, and if you don't own a Jag, it's time to get one. More games are on the way!"

Atari plans to release more startlingly realistic games. Games scheduled for late November release include Club Drive, Dragon: the Bruce Lee Story and Doom.. December releases include Iron Soldier, Val D'Isere Skiing, Kasumi Ninja, Zool II and Bubsy.

Since its release in November 1993, Atari's Jaguar game system has been named the industry's "Best New Game System" (Video Games Magazine), "Best New Hardware System" (Game Informer) and "1993 Technical Achievement of the Year" (DieHard GameFan).

Atari Corporation markets interactive multimedia entertainment systems, including Jaguar, the world's only 64-bit game system, and the only video game system manufactured in the United States.

#

TIME WARNER & ATARI TO OFFER JAGUAR GAMES ON FULL SERVICE NETWORK

MAITLAND, FLA. (Nov. 14) BUSINESS WIRE -Nov. 14, 1994--Time Warner Cable's Full Service Network (FSN) President Tom Feige and Atari Corp.'s CEO Sam Tramiel announced Monday an agreement to offer Atari's Jaguar 64-bit interactive video games on demand to FSN customers.

Jaguar, the world's first and only 64-bit interactive game system features high-speed animation, textured three-dimensional color images and graphics, and CD-quality sound.

Consumers will access the Atari games on the Full Service Network using the 64-bit Jaguar game system device, which processes more than 100 times as much data at one time than 16-bit games, and twice as much

as 32-bit game systems. This significantly increases speed and lets game players experience superior graphic performance and animation action. Through the Full Service Network, the Atari games are digitally compressed and stored on magnetic hard drives, and downloaded to the game device at the consumers' request.

In addition, using a Hewlett Packard DeskJet 550C printer, consumers will be able to print out game instructions with full-color graphics. Approximately 30 Atari Jaguar game titles will be available on the Full Service Network next year.

"We're proud to offer consumers games on demand from Atari Jaguar because it's the most advanced and powerful game system available today," said Full Service Network President Tom Feige. "When we compared the graphics and capabilities of the game systems on the market, Atari Jaguar was the clear choice for us."

"Time Warner Cable's Full Service Network is the network of the future," said Atari President and CEO Sam Tramiel. "Atari's Jaguar system brings the most sophisticated hardware and games to the network. We are proud that Time Warner picked Atari Jaguar for the Full Service Network."

Since its release in November 1993, Atari's Jaguar game system has been named the industry's "Best New Game System" by Video Games Magazine, "Best New Hardware System" by Game Informer, and "1993 Technical Achievement of the Year" by DieHard GameFan. Jaguar is the only video game system manufactured in the United States.

Time Warner Cable is the nation's second largest cable television operator with 7.3 million customers in 34 states, and serves more than 500,000 customers in its Florida division.

Time Warner Cable's Full Service Network is a digital, interactive television network which merges cable, computer, and telephone technologies to provide customers greater choice, control, and convenience in accessing information and services.

Atari Corp. markets interactive multimedia entertainment systems, including Jaguar, the world's only 64-bit game system, and the only video game system manufactured in the United States.

CONTACT: Time Warner Cable, Maitland
Tammy Lindsay, 407/667-2034
or
Atari
Ron Beltramo, 408/745-8852
or
Edelman PR
David Harrah, 415/968-4033

ATARI AND SEGA FINALIZE DEAL

Atari Corporation announced this week that it has received regulatory approval in connection with its agreements with Sega and the transactions have closed.

Sega has paid Atari \$50 million (Atari's net being less contingent legal fees and costs) in exchange for a license from Atari covering the

use of a library of patents. In addition, Sega has made an equity investment in Atari of \$40 million at a common share price of \$8.50. Finally, Sega and Atari have entered into cross licensing agreements through the year 2001. The cross licensing agreement also allows the two companies to publish on each of their respective platforms.

Commenting on the announcement, Sam Tramiel, president of Atari, said, "We are very pleased to have closed these transactions. These funds will be used to increase software development for the Atari Jaguar as well as increased promotional activity and other working capital requirements."

```
=====
CLEVELAND FREE-NET WILL PRESENT __FREE__ COMPLIMENTARY USAGE TIME
to the readers of:
```

CAIN Newsletter

```
New Users Sign Today!  Connect by modem: 216/368-3888 or
                        Telnet to: freenet-in-a.cwru.edu, 129.22.8.32
```

```
You can log on as a visitor to explore the system.  At the opening
menu ("Please enter 1 or 2:"), enter "2" to log in as a visitor.  At
the next menu, enter "2" again to explore the system.  You will then
read an opening disclaimer and a login bulletin, then be sent to the
main Free-Net menu.  Once inside, type "go atari".  Follow the menus
to read Atari-related discussions, reviews, news, and information.
In order to post messages, send e-mail, vote, chat online, and sign
a user directory, you need a Free-Net account.  Apply for a Free-Net
account by entering "1" at the second menu instead of "2".
```

```
All new registered users receive "free" accounts which will not
require payment for the usage of the system.
```

```
The Cleveland Free-Net has an Atari SIG comparable to other systems.
The Atari SIG carries _ALL_ Z*Magazine issues.  Z*Net & ST Report
from 1989.  All Atari Explorer Online issues.  The latest and
greatest Atari news.  "Support Areas" for all Atari users.  Multi-
User Chat, Voting Booth, Wanted & For Sale, User Directories, and
even direct access to Atari related Usenet newsgroups.
```

```
No charge for registration or usage of this system!  Register today!
```

```
=====
8-Bit Computers Support Area
```

```
-----
Michael Current
```

This month, in addition to bringing you six (count 'em!) 8-bit product announcements, we have two 8-Bit Feature Articles. The first is an article by Frank Seipel on Corvus hard drives, and the second is an overview of the various BBS software systems out there written by Winston Smith. Both articles are reprinted here as posted on comp.sys.atari.8bit.

```
8-Bit Product News
-----
```

CONTENTS:

Thanks so much for XF... I didn't think XF3 would be able to reach that level of emulation, but I guess I was wrong."

- Oscar Fowler, PC Xformer user whose life was profoundly changed

Introducing...

PC Xformer 3.0 - The Atari 130XE Emulator For MS-DOS Compatible PCs

PC Xformer 2.5 - The Atari 800XL Emulator For MS-DOS Compatible PCs

November 10, 1994.

For more information, a product catalog, or to place an order, contact:

Darek Mihocka, c/o
Branch Always Software
14150 N.E. 20th Street
Suite 302
Bellevue, WA 98007 U.S.A.

Phone: 206-369-5513 Fax: 206-885-5893 Compuserve: 73657,2714 GENie: BRASOFT

PC Xformer 2.5 is a free emulator for MS-DOS users who wish to run their old Atari 400/800 and Atari 800XL software on their PC. The file XF25.ZIP is today being released to the online services Compuserve, Delphi, and GENie, and the Internet. The ZIP file contains the PC Xformer 2.5 emulator, and various sample Atari 800XL programs and demos.

Also being released today is PC Xformer 3.0, the world's only 130XE emulator for MS-DOS, Windows 3.1, OS/2 Warp, Windows 95, and Windows NT.

PC Xformer 3.0 is a powerful 32-bit version of PC Xformer, which runs up to 8 times faster than a real 130XE (on a Pentium) and is the only 8-bit emulator ever to fully support display list interrupt, player missile graphics, and GTIA graphics. PC Xformer 3.0 is available for only \$29.95 U.S.

PC Xformer 3.0 also includes over 40 pages of documentation covering the use of the emulator as well as Atari Basic, Atari DOS 2.5, MyDOS, graphics modes, sound, error messages, and a complete glossary of Atari 8-bit terminology.

PC Xformer 3.0 also includes over 1 megabyte of public domain and shareware Atari 800, Atari 800XL, and Atari 130XE software ready to run on the emulator.

Both PC Xformer 2.5 and PC Xformer 3.0 run on a minimum configuration of an MS-DOS (or compatible) based PC, 640K of RAM, and a VGA card. PC Xformer 2.5 is a 16-bit program which runs on 286, 386, 486, and Pentium processors, while PC Xformer 3.0 only runs on 386, 486, and Pentium processors.

Features

Many of the limitations of our old ST Xformer emulator and other clone Atari

emulators have been eliminated in PC Xformer. PC Xformer is written mostly in machine language and takes full advantage of the PC hardware.

Features common to both PC Xformer 2.5 and PC Xformer 3.0 include:

- 48K Atari 400/800 emulation
- 64K Atari 800XL emulation with "RAM under ROM" memory
- allows user installable patches to the OS and BASIC
- displays all ANTIC text and graphics modes, including GTIA modes
- 256 color GTIA color palette
- displays player missile graphics (no collision detection)
- horizontal and vertical fine scrolling
- supports display list interrupts, IRQ, and NMI interrupts
- reads and writes to ST Xformer and SIO2PC generated disk images
- reads MS-DOS files directly from within Atari DOS
- switch Atari BASIC on/off with one keystroke
- switch between Atari 400/800 and Atari 800XL emulation with one keystroke
- joystick emulation using the keyboard cursor keys
- full speed emulation on a 386/33 or faster
- slow and fast modes of emulation to take advantage of fast PCs
- compatible with all VGA cards

In addition, PC Xformer 3.0 adds features including these:

- 130XE emulation with 256K of extended XE memory
- player missile graphics with full collision detection
- on-the-fly disk image swapping
- 4 voices of sound, printer, and modem support
- real joystick support
- 386 optimized code for faster speed
- over 1 megabyte of sample Atari 8-bit programs
- over 40 pages of 8-bit Atari reference documentation

Below is a list of processors and the approximate speed of emulation relative to an Atari 800:

- 286/16 - 0.3
- 386SX/20 - 0.5
- 386DX/33 - 1.0
- 486DX/33 - 2.0
- 486DX2/66 - 4.0
- Pentium/90 - 8.0

486 and Pentium users can use the slow/fast option to slow down the emulator to normal Atari 800 speed or let it run as fast as possible.

PC Xformer 3.0 can be ordered for \$29.95 U.S. directly from Branch Always Software at the address above, or from these and other fine Atari dealers:

B & C Computervisions (U.S.A.)	phone: 408-986-9960	fax: 408-986-9968
Mid Cities Computers (U.S.A.)	phone: 310-867-0626	fax: 310-920-8933
Rising Star Computers (U.S.A.)	phone: 800-252-2787	fax: 513-254-7970
Toad Computers (U.S.A.)	phone: 800-448-TOAD	fax: 410-544-1329

In addition, our Gemulator 3.02 Atari ST Emulator for MS-DOS can also be purchased from the above dealers and these international dealers:

ACN (Holland and Germany)	phone: +31 23351100	fax: +31 23361444
FaST Club (U.K.)	phone: +44 602445250	fax: +44 602445305
Ordosoft (France)	phone: +33 47547942	fax: +33 47513726
Paragon Computers (Australia)	phone: +61 92213216	fax: +61 93258251

— —

```

-----\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
|-----/

```

Atari 8-bit Omnibus

From: d.paterson2@genie.geis.com
Date: 11 Nov 1994 04:29:57 -0600

Have you ordered your copy of The Omnibus yet? This catalog of Atari 8-bit hardware and software is a great source for all users, featuring products from three continents. For only \$5, you'll get your own copy sent out in its own protective envelope. It's a great place to start when you're writing your Christmas wish list. It even makes a great stocking stuffer. So rush your order to:

D.A. Paterson
Attn: Atari 8-bit Omnibus
PO Box 342
Cote-St-Luc, QU H4V 2Y5
Canada

Make cheques or money orders payable to D.A. Paterson

Volume discounts for as few as five copies! Email for more details.

The Atari 8-bit Omnibus

From: d.paterson2@genie.geis.com
Date: 19 Oct 1994 17:36:54 -0500

Years ago I looked forward with eager anticipation as each new issue of Antic and Analog hit the newsstands. Page after page of programs and news, but even better were the ads. Dozens of companies with new and exciting hardware and software all clamouring for my attention.

The shrinking 8-bit market has kept most advertisers from any large scale advertising in recent years. Several months ago, I decided to change that. I wrote to all the vendors and developers listed in Michael Current's list, offering them free advertising in The Atari 8-bit Omnibus. And, page by page, the Omnibus filled. Ads came in all shapes and sizes, from professionally laid out full page ads to a torn piece of notepaper with a handwritten scrawl.

And now it's complete. Find out about 'Lemmings' and 'Operation Wolf' clones for the 8-bit. Slave a PC to your 8-bit. Make your original 800 compatible with the XE - even down to memory banking! And many, many more offers, featuring software and hardware, showing that the Atari 8-bit is still a fine machine.

On November 1, 1994, the Omnibus will begin shipping (it's off to the printers right now). This twenty-four page catalog is only \$5 US per copy, shipped worldwide. Orders for five or more copies are only \$4 US each, when shipped to a single address.

To order, send your cheque or money order payable to David A. Paterson to:

ATTN: Atari 8-bit Omnibus
D.A. Paterson
P.O. Box 342
Cote-St-Luc, QU H4V 2Y5
Canada

Nice hardware developments

From: didi@didi.mayn.sub.de (Dieter Popp)
Date: Mon, 17 Oct 94 16:38:57 CET

Hello fellows,
in the last Abbuc-mag was an advert from a local-group of Abbuc
they developed some nice things. Here a short list

- ```

1, Atari-PC Interface cartridge
 schematics and disk 10 DM
 Herkules cart 15 DM
 interface 35 DM
 connection to modulport-parallelport 5 DM
2, LCD-Display on the Atari
 schematics and diagrams 5 DM
3, Printer and clock modul
 Modul 60 DM
 schematics and disk 10 DM

```



for more details write to:

— —

- Member of A.B.B.U.C. -

Menu Print Info

Right, here's the current info on Menu Print ....

OK, SO WHAT DOES IT DO?

When it finds a disk it supports, the contents are displayed on the screen and are selected simply by tagging the entries you want to catalogue. Also,

anything that you have in your collection that is not supported can still be entered manually into the Database.

#### WHAT DOES IT COMPRISE OF?

Menu Print is split up into three main sections, each accessible from a main menu.

ID Library - This is where you can create your own boot disk recognition files so that Menu Print can recognise future software releases or those not covered on the free Library disk that will come with the package. Other Library disks will be released in the future.

Database - See above. Just undergoing last minute testing.

Printer - Last bit to be written. I've got about 3-4 weeks to write it. This will include label and list printers (hopefully I can add some sort of sorting facility into it).

#### WHEN IS IT GOING TO BE RELEASED?

AMS 8 in November - I hope. My drive's been corrupting disks left right and bloody center!!!!!!

#### PRICE?

Dunno. Depends on how much it will cost to produce each copy but I hope it won't be too far off the 10 pound mark.

Any questions? ... :)

David Davies  
The Atari Classic Programmer's Club  
MBITDC9306@newi.ac.uk

\\/\

#### 8-Bit Feature Article

-----

#### The Corvus Hard Drive

From: fseipel@magnus.acs.ohio-state.edu (Frank Seipel)  
Date: Sat, 5 Nov 94 04:48:48 GMT

The Corvus to Atari 8-bit interface uses exactly two joystick ports -- ports 3 & 4. It was designed for use on an Atari 800, but could conceivably run on an 800XL or 130XE. The main modification required would consist of changing all references to PORTB to PORTA, and all references to PBCTL to PACTL. Since the standard Atari OS doesn't recognize a Corvus, it cannot boot from one. Thus you must either boot from 1) a floppy which then boots DOS.SYS from the Corvus [this was supplied with the Corvus drive] 2) a cartridge which fits in the right hand slot (I've never seen one, but they exist) or 3) [best option] acquire a replacement personality board (Integrator) which allows you to boot from any Corvus volume, any floppy drive, or your Axlon/Axlon compatible RAMdisk. or 4) a cassette containing the code to boot DOS.SYS from the Corvus [a program to write such a boot

cassette was provided with Corvus's Atari  
8-bit software package that came with the drive].

To run a Corvus on an XL/XE, with an Integrator personality board or the cartridge boot system, you would have to burn custom EPROMS of the modified software, since both the software to be modified is on ROM chips.

The Corvus does not *\*have\** to use a custom OS board. The Integrator board is an option. I highly recommend it, though, since it adds direct operating system support of Axlon RAMDISKS, allows you to swap any physical drive with any device number (D1: through D8:), allows quick changes to the Corvus mount table, and allows you run MyDos and full disk programs on your hard drive, as opposed to the modified DOS 2.0D which you are forced to use if you don't have the Integrator. What Mr. Corr said of SIO is true; the Integrator only works with DOS's that use legal SIO calls to access the drive, hence SpartaDOS X and SpartaDOS will not support the Corvus. The Integrator, regrettably, does not overcome the problem of partition size; it is still only possible to have 180K partitions on a Corvus using the integrator. A patch for MyDos could be written to overcome this. This would be a very short patch, since the Integrator would do almost all the work of swapping partitions (see below). The SIO calls in MyDos would be patched (namely, the read and write sector vectors). This would be the extent of the patch. Prior to calling the built-in ROM SIO routines, the patch would:

1. Divide the sector number by 720 and store the remainder of the division.
2. The whole number result of the division in step [1] would be the Corvus volume number that the sector resides on. The volume number would be incremented by one, since the Corvus volume numbers begin at one instead of zero. The remainder of the division would correspond to the sector number on that volume. The one-byte volume number would be stored in RAM as the 'current volume' following step [3].
3. The patch would check to see if the drive number (eg D1:) in question is presently set to the 'current volume' calculated in step [1].
4. If the drive were not presently on that volume a JSR would be made to \$C000 in the Integrator ROMS. This configuration routine is built into the integrator and fully documented within the integrator manual. This would reconfigure that drive number (eg D1:) to the volume number calculated in step [1].
5. The sector number would be changed to the remainder of the division from the calculation in step [1]. Thus, sector 725 would correspond to sector 5 (remainder of 725 divided by 720). Similarly, the volume number would be the integral part of the division plus one -- thus sector 725 would be on volume 2)
6. The patch would proceed to call the built-in ROM SIO routine, which would then get or put the appropriate sector number on the appropriate volume. Note that this patch would work for everything -- even directory reads -- since MyDos would be seeing the Corvus as one large drive. Also, delays due to volume changes would not be excessive, since the configuration command would only be issued at 720-sector intervals.

I do not believe any such patches were ever written but I think I've demonstrated the necessary logic to do the deed. MyDos doesn't pay much attention to checking if a configuration is legitimate, so you would just specify the number of sectors and tracks corresponding to six megs, ten megs, or twenty megs, and use the [I] command from the DOS menu to write out a legitimate directory structure. Once the patch is installed with the modified directory structure, it would work like a charm. Whenever a sector above 720 is accessed, the patch would catch it. The format XIO call would not need to be altered; the integrator ignores this anyway. Incidentally,

David & Sandy Small were geniuses; they might have already implemented the patch into the OS; what happens when you try to access above sector 720? Does it lock up, or does it automatically change volumes, or give an error?

Finally, regarding speed: I once did a comparison of the speed of the Corvus vs the Blackbox hooked to an SCSI drive. I don't recall the exact results, but the data rate was comparable. The joyports are plenty fast; the problem is the software. One advantage of the joyports is that (had the software supported it) the drives would work with every single 8-bit computer ever made, without any adapters. The cartridge port would have the same advantage as an interface. Not supporting all platforms is one of the disadvantages of all existing HD interfaces, except for the ATR8000, which is slow and doesn't support SCSI.

---

Frank Seipel  
fseipel@magnus.acs.ohio-state.edu  
76116.1126@compuserve.com

(614) 622-1653

#### 8-Bit Feature Article

-----

#### BBS Software

From: winston@merk.com (Winston Smith)  
Date: Mon, 14 Nov 1994 08:30:00 GMT

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

- o A.M.I.S. BBS -- The A.C.E. Message Information Service.  
This BBS was written in BASIC by the Atari Computer Enthusiasts computer club (was it the Michigan chapter?). It included designs for a ring-detector. You needed a sector editor and had to allocate message space by hand, hex byte by hex byte.
- o F.O.R.E.M. BBS -- Friends of Rick E. Moose BBS.  
At the time, there were a lot of BBSes around called things such as "FORUM-80" and "BULLET-80", ergo the name. FOREM BBS was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed in BASIC and was somewhat crashy. I think that this is the great-grandparent of the FOREM-XE BBSes that survive today.
- o ABBCS -- The ANTIC Bulletin Board Construction Set.  
The user design of the ABBCS was very good. It sported features such as intra-line editors. Unfortunately, the coding of the ABBCS was really poor. You could practically blow on your keyboard and crash this BBS. The BBS would sometimes crash several times a day.
- o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.  
Paul Swanson was a programmer from the Boston, Massachusetts, USA, area. I'm not sure whether his BBS for the ATARI 8-bit has been placed into the public domain or not. This BBS was the first to support a RAM-disk, which Paul Swanson called a "V:" device for "virtual disk". This BBS was written in ATARI BASIC and required a joystick hardware "dongle" device. This was notable as being one of the first ATARI 8-BIT BBSes that could actually go for a week without having to be rebooted. Pointers to the message base were kept in an ATARI "very long string" (for which ATARI BASIC is famous). The BBS would only have

problems (for the most part) if this string became corrupted.

- o ATKEEP -- An ATARI 8-BIT version of CITADEL BBS.

I believe that AT-KEEP, like FOREM-XE, requires the use of the commercial BASIC-XE cartridge to run. This BBS program was very popular around Louisiana, USA, from what I understand.

- o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.

This program is written entirely in BASIC. It expects to be running under a SPARTA-DOS environment. This was a problem until very recently, when SPARTA-DOS was released into the public domain. This BBS program uses a "modem clock string" rather than an R-TIME-8 cartridge in order to retrieve the current time. It also comes with an ATARI BASIC game door called "Sabotage".

- o FOREM-XE -- FOREM using BASIC-XE.

This version of FOREM BBS requires the commercial BASIC-XE cartridge in order to run. It is in the public domain and can import and export messages from the ATARI PRO! BBS EXPRESS-NET (7-BIT text only, control ATASCII graphics are reserved for message data-structure bytes). FOREM-XE BBS is still currently in use as we speak, and may be reached via the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in effect.

- o The BBS Express -- PRO! BBS demo program.

This is the public domain version of EXPRESS!-BBS, which is the Keith Ledbetter companion project of the EXPRESS!-TERM terminal program of days gone by. I am not familiar with this program. I think that it is written in ACTION! and only supports XMODEM Checksum transfers. I have never called or seen this program demonstrated.

EDITOR'S NOTE: BBS Express was originally a commercial BBS program with versions available for the Atari 1030/XM301-style modems and Hayes compatible modems. The program is now shareware, NOT public domain. Furthermore, it was NEVER intended to be a demo program for BBS Express Pro! The original BBS Express program worked with any Atari OS and was one main program that performed all the BBS functions. Pro!, on the other hand, requires SpartaDos 3.2, a Hayes compatible modem, and consists of several small programs which perform the various BBS functions. Finally, it is highly recommended that Pro! operates from a hard drive, although a large ramdisk would work as well. -ML

- o OASIS JUNIOR III -- OASIS BBS demo program.

OASIS JUNIOR III is the --ALL MACHINE LANGUAGE-- demo version of the OASIS BBS program. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusetts, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

- o Frank Walters BBS -- I know nothing about this BBS except that Frank

Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial programs. I haven't heard anything about OASIS IV and CARINA for a while, but PRO!-BBS is still a viable commercial enterprise last that I had heard.

#### 8-Bit Commentary

-----

Just wanted to get in a quick word on David A. Paterson's Atari 8-Bit Omnibus. This thing is fantastic! Who can remember the last time we saw advertisements from 30 different vendors and developers of products for the Atari 8-bit computer in a single printed publication? With the "1994" date stamped on the cover, I can only hope David plans on making his Omnibus an annual publication. I urge everyone out there who even occasionally uses an 8-bit Atari computer to send in your \$5 and behold this amazing resource for yourself. In case you missed it, here's the address once again:

D.A. Paterson  
Attn: Atari 8-bit Omnibus  
PO Box 342  
Cote-St-Luc, QU H4V 2Y5  
Canada

Make cheques or money orders for US \$5 payable to D.A. Paterson.

You won't be disappointed!

Until next month,  
-Michael Current

#### 16/32-bit Support Area

-----

Thomas Main

#### 16/32-bit Product Reviews

-----

#### ICDRAW

Color Icon Editor or Falcon030  
Written By: W. David Parks (Dr. Bob)

Reviewed by: Thomas Main

The Atari Falcon is a versatile computer that has many features that are not found on earlier Atari models. One of the these features is an enhanced GEM desktop which features, among other things, color icon support. These color icons add a touch of pizzazz to our desktops and windows, making our computing experience more visually pleasing. However, we are limited to thirty-three icons on the Falcon, some of which are nicely designed and some of which could use some improvement. Wouldn't it be nice to customize or completely redesign those icons that you don't like as much as the others? Or how about having more

than thirty-three icons? Wouldn't it be great to have the option of having two hundred icons? If you've asked yourself questions like these, read on. There is a simple yet elegant utility that is a must-have for you and your Falcon, Dr. Bob's ICDRAW icon editor.

ICDRAW is a complete solution for editing or creating original icons for the Falcon. The GEM desktop stores icon information in the DESKICON.RSC file. After starting the program and loading this file (heeding all the safety procedures which are outlined thoroughly in the docs) ICDRAW allows you to change any of the Falcon's default icons. For instance, one of the Falcon's icons is of a CD. I don't have a CD-ROM drive, so I have never had a use for this particular icon. With Dr. Bob's icon editor I can change it to a coffee cup--I have one of those. In this manner it is possible to change any or all of the icons included with the DESKICON.RSC file that came with the Falcon. Need ideas for new icons? How about creating program-specific icons for your favorite applications. I used to use the pencil icon for AtariWorks, now I use one of Dr. Bob's creations--a Fuji symbol with the word "Atari" superimposed over it. Or how about creating different icons for popular file types. Isn't it boring to have all your .INF files, .RSC files and .TXT files represented by the same icon (a bunch of stacked pages)? I've made all my .INF files look like stacked pages with the letters "INF" written in red along one side and a blue and red crescent on the other. My .RSC files are now all disks with the letters RSC inscribed in a nice bold typeface, and my .TXT files are now represented by a little book I drew. With ICDRAW, the possibilities really are endless.

Let's take a closer look at some of the special features of this program. When the program is first started a window that contains the icon being worked on as well as some of ICDRAW's tools is displayed. Other commands, which are used less frequently, can be accessed through the GEM menubar. The window has a "fat bit" display of both the icon and it's mask in which you can edit the icon with simple mouse-clicks. Underneath the enlarged display of the icon and it's mask are several "ready access" tools. ICDRAW has undergone many revisions (I'm working with v1.42) and it seems that Dr. Bob has gone to great lengths to optimize the efficiency of the program with each new version. The layout of the tools in the work window makes sense and is easy to use--those features used most often are closest to the main work area.

One of my favorite features of the program is a button beside the palette, the "change" button. With it, you can select any color in an icon and change it to another. For instance, if you have a blue disk icon and want to change it to a yellow one, just click on the "change" button and a mini dialog containing two palettes will pop up. Select blue from the palette on the left, yellow from the palette on the right, and all the blue pixels in your icon will change to yellow! This is just one example of how user friendly this program is. But ICDRAW's ease of use doesn't impede its power or the scope of its features.

Another unique feature contained in ICDRAW is the ability to edit the "animated" icons that the Falcon offers. As you probably know, on the Falcon desktop, an icon has the ability to change

once it is clicked or selected. ICDRAW lets you edit an icon in both its selected and unselected forms. For instance, by default, the trash can icon has its lid raised in the selected form; Dr. Bob included an edited version of the trash can that showed the trash can full of refuse in its selected form. If you wanted, you could create two entirely different icons for the selected and unselected forms of an icon. ICDRAW makes it easy.

The ability to edit color icons is great, but if you use ST High or Medium resolutions often on your Falcon, the icons have to be monochrome. ICDRAW didn't neglect these screen resolutions and offers a third form of an icon which can be used exclusively in monochrome modes. This is extremely useful because a multi-colored icon sometimes doesn't translate well in a two color mode. So, instead of changing all of the icon's colors to black, you can create monochrome patterns to simulate the hues you had in color mode.

ICDRAW has a suite of editing tools that you would think are more likely found in a painting program, rather than an icon editor, but they're in there: line, frame, box, circle, disc, invert, rotate by 90 degrees, echo icon pixels in mask, cover, overlay, fill icon/mask, clear icon/mask, combine icons from paste buffers, etc.

ICDRAW limits the icons created with it to be of sixteen or fewer colors. I don't see this as a caveat because I have never used all sixteen colors in an icon. But if you need a true-color icon editor, ICDRAW will not suit your purposes.

As mentioned in the introduction of this review, ICDRAW also allows users to use more than the thirty-three icons offered by default on the Falcon. Well, actually, Dr. Bob has included a separate program, which he dubs a "resource expander" which will accomplish this task. This program simply allots more space in the DESKICON.RSC file for more icons. You can increase your icon capacity in steps with RSCXPAND. The choices available are 50, 64, 80, 100, 128, 150, and 199 icons. The greater the number of icons, the greater the memory consumption. I expanded my DESKICON.RSC file to 50 icons--that's an increase of 17 over the standard, plus I have edited some of the default icons to suit my taste, so the increase seems even greater. I have yet to use all 50!

Other programs that Dr. Bob has included with this package are ICONPAGE.PRG, a program that will display all the icons in a folder on a single screen for better viewing (I find this accessory program more and more useful as my collection of icons grows), and WICOPAGE.PRG, a similar program for displaying icons that are in Microsoft Windows format.

Why would you want a Windows icon viewer? ICDRAW imports and exports Windows .ICO format icons! Just think, you now have access to the thousands of icons available for Windows! I'm using this feature to make icons for people I know with clones. Everyone's going to get a coffee cup icon with their name on it and maybe one with a Fuji symbol on it. Perhaps this gesture will create a better understanding between people and create more cross-platform sharing of ideas. Maybe not. Anyway, it's nice to have this feature available. Dr. Bob has also hinted at



making other import/export options available in future revisions of his program, but for now my Mac friends are safe from Fuji infiltration.

There are many reasons to like this program--it's easy to use, has a host of features, and it works well. It also has something which very few programs on any platform have--eminently readable docs! Dr. Bob is not only an accomplished programmer, as evidenced by this neat utility he has created, but a good writer and a wit. His docs are clear, to the point, and written with a sense of humor. I actually enjoyed reading the docs for this program.

If this program sounds like something you would like to have, you can find it on the internet via FTP. Alternately, I am sure Dr. Bob himself has some copies lying around and would send you one if you provided him with a disk/mailler and the small shareware registration fee of \$10-\$15.

I have taken the following contact information for Dr. Bob, also known as W. David Parks, from the docs to ICDRAW:

W. David Parks  
180 N. Hazeltine Ave.  
Campbell, OH 44405-1024

Phone: 216-743-4712

GEne: W.PARKS3

Product: ICDRAW

Cost: \$10-\$15

M.A.G.E. (Majic Arcade Graphics Engine): A Review by Ari Feldman

### Introduction

With Atari's introduction of the ST series way back in 1985, it quickly became evident to many game developers and users alike, that a new era in computer games had arrived. People flocked to the ST series in droves, and with good reason. The ST was a fast and inexpensive personal computer with astounding audio-visual capabilities.

Practically everybody wanted to get into the act and create games for the ST. Unfortunately, only a select few possessed the actual programming and artistic skills required to produce commercial quality entertainment software for the ST. Seeing this fact as a golden opportunity, a British software company called Mandarin released the STOS system and took the ST world by storm. What made STOS so special was it gave the average ST user the power to create games with many of the same features found only in commercial offerings.

As a result, STOS quickly became a best seller, selling tens of thousands of copies, but STOS too had its share of problems. First, STOS was a poorly written application that crashed on each new release of TOS. This made it and many of the games created with it incompatible with the newer Atari machines. Second, STOS

was not a completely self-contained programming/development environment. If STOS owners wanted to distribute their creations to other users, they had purchase a separate compiler. If STOS owners wanted their games to have sound and music, they had to purchase a separate sound module and so on. This lack of system integration and cohesiveness added unnecessary expense and caused many STOS games to be uneven in quality. Third and finally, STOS offered users relatively slow program performance and placed many restrictions of the type of games users could create. Thus, it eventually became clear that users who really wanted to create truly professional quality games on the ST needed something better to work with. But what? There was no game development system better than STOS available for the ST, that was until now...

Enter the M.A.G.E. (Majic Arcade Graphics Engine), an advanced game developers toolkit so powerful that it just might set the ST world back on fire! Recently released by MajicSoft, Inc. of Columbia, South Carolina, the M.A.G.E. is not a programming language per se but is instead a collection of some of the most incredible game-oriented programming routines ever made available to the general computing public.

#### The Good...

Designed to interface seamlessly with GFA Basic 3.5E, the de-facto standard in ST programming languages, the M.A.G.E. plots, animates, tracks, and explodes dozens of screen objects at once. The M.A.G.E. can perform high-speed collision checks, color flashing, color palette shifting, and special screen effects like barrel scrolling, parallax scrolling and mirroring. The M.A.G.E. also provides scrolling starfields, fast map room plotting, full joystick controls and supports such essentials as digital sound effects, XBIOS sound, and that nifty interrupt-driven chip music featured in many imported European games.

Formerly known to some in the Atari community as the GP Graphics Engine, the M.A.G.E. has been tried and tested in the real world for almost two years. The M.A.G.E. is not some bug-ridden new release. It works and it works well. In fact, if you have seen such popular ST shareware titles as Mrs. Munchie, Insectroid, Megapede, Kid Kong, and Cudlee's Quest, then you have seen the M.A.G.E. in action. All of these fine programs were written entirely with the M.A.G.E. system and many, many satisfied ST users can attest to the high level of quality exemplified by these programs.

Ok, enough talk about what the M.A.G.E. is. What you really want to know is what does the M.A.G.E. give you for your hard earned money? Well, the following are what I perceive to be the most important attributes and benefits offered by the M.A.G.E. system: a complete game development environment, professional development tools, system-wide compatibility, extraordinary speed, and ease of use.

For starters, unlike STOS and many other ST languages, the M.A.G.E. is a completely self-contained game development system. Everything you need to write your game from start to finish is already included in the M.A.G.E. package. You get a 177 page user manual, a graphics editor, a map-maker,

a sprite animator, a sound/music editor, a professionally drawn 1,000 image sprite library, a program compression utility, an inline data maker for streamlining your finished programs, sample source code and complete copies of the GFA Basic 3.5E Interpreter/Compiler and GFA Assembler. As a result, there is absolutely nothing left for you to buy.

In addition, many of the included programming tools are comparable in quality to those used by professional ST game developers. For example, the map-maker program will give you the ability to create games with hundreds of background screens. The sound/music editor will allow your games to have extremely intricate musical scores and sound effects. And, the included sprite library will make your finished programs appear graphically superior to many commercial game releases (I should know about this last one, I created all of the sprite and title screen artwork for the M.A.G.E.!).

Another important feature of the M.A.G.E. is that it is fully TOS and hardware compatible across the entire Atari computer line, including the Mega STe, TT030, and the new Falcon030 (however, there is no 256 or True Color support at this time and I have heard that there are problems with the product on TOS 1.4 machines). This means a lot fewer compatibility headaches and assures you a larger potential audience for your programs. Furthermore, virtually any ST owner can share in the fun as the M.A.G.E. can be used on a minimalist ST configuration (i.e. 512kb RAM and 720kb floppy drive), but like any other modern application, it is preferable to run the M.A.G.E. system on an ST with at least 1 meg of RAM and a Hard Drive.

Perhaps the M.A.G.E.'s greatest attribute is its ability to let you to write some of the fastest running games possible on the ST series of computers! For example, on a stock 8 mhz ST, the M.A.G.E. can produce games with over thirty fully animated, 16 color, fully clipped sprites (screen objects) running at over 20 fps (frames per second). Things get even more interesting with a TT030 or a Falcon. On these machines, the M.A.G.E. can really fly, supporting games with as many as 100 animated sprites running at over 20 fps! This is a particularly impressive demonstration of the M.A.G.E.'s power when you consider the fact that many commercial games written entirely in optimized 68000 assembly language have trouble achieving such speeds!

Finally, one of the nicest aspects of the M.A.G.E. is how easy it is to use. The various M.A.G.E. routines integrate very well into the GFA Basic environment. All one has to do to access one of the M.A.G.E.'s many functions is to call the name of the desired command and pass it a few parameters. It is just that simple! As a result, game development on the ST has seldom been easier. With the unique and powerful M.A.G.E./GFA Basic combination, game projects that used to take weeks or months to write using conventional (C and 68000 machine code) ST development methods may now only take a few days!

The Bad...

As with anything else in life, the M.A.G.E. system has its share of warts and blemishes. Granted, they are few in number but they

are pretty significant. The most glaring of these problems involve the user manual, the lack of source code, the M.A.G.E. licensing agreement, and the lack of future support and upgrades.

The M.A.G.E. user manual clouds what is otherwise a very nice software product. First off, the user manual is not spiral bound. This makes it extremely inconvenient to use during programming sessions since it will refuse to remain open without placing a heavy object on its pages. Second, the M.A.G.E. command summary located at the end of the manual is very poorly organized. Instead of arranging the various M.A.G.E. commands according to their specific function, as is the typical practice of many programming references, the manual takes the opposite approach and lists the M.A.G.E. commands alphabetically. I can't begin to tell you how frustrating it is when you have to flip through a dozen pages just to find information on two related commands! My final criticism of the user manual is due to the lack of coverage given to certain M.A.G.E. commands. Some commands have inadequate documentation while others don't have any at all! Case in point: the M.A.G.E. MS\_BLIT command. MS\_BLIT is an optional command that is supposed to add a significant speed increase to your programs, yet the syntax for this potentially useful command is noticeably absent from the manual. To their credit, however, MajicSoft is aware of this last problem and is already working on a user manual addendum that will be made available to all registered owners of the M.A.G.E. product.

While the M.A.G.E. is a very powerful system, one pays a price for all of this power with an extremely high learning curve. This being said, one should not attempt to use the M.A.G.E. unless they are comfortable with structured programming concepts and the GFA Basic language. Yet, even seasoned programmers will need some time to adjust to the M.A.G.E.'s large and daunting command set. Because of this, it would have been nice if MajicSoft had included more sample source code than they actually did. The three example games provided are good starting points but given the complexity and the sophisticated nature of the M.A.G.E. system, they simply aren't enough.

#### The Ugly...

One of my biggest gripes with the M.A.G.E. has to do with the accompanying software licensing agreement. You see, in order to use the M.A.G.E. system for commercial development purposes, a developer must pay MajicSoft a special license fee (your choice of \$1000 annually or \$2500 lifetime). From a sheer business perspective, this arrangement makes sense, however, it also has the potential to inflict untold damage on an already pathetically weak domestic ST software market. For many current ST developers, survival is a daily struggle and the additional burden of a license fee may ultimately prove to be enough to force existing developers out of the ST market and deter new ones from entering into it.

Furthermore, with the recent departure of the M.A.G.E.'s primary author, Dave Munsie from MajicSoft and MajicSoft's poor financial health, I have serious reservations regarding the availability of future support and updates to the M.A.G.E. To my knowledge, MajicSoft does have available a \$5 upgrade which fixes known compatibility problems with TOS 1.4 machines, but other than that

I think you're on your own!

#### Recommendations...

So, even after all of this, can I still recommend the M.A.G.E.? Well, the answer is an equivocal yes depending on who you are and what you need to do. If you are a novice user without the first clue on how to program then I would not recommend this product. However, if you are an advanced level programmer with a working knowledge of GFA Basic and who likes to write games, then the purchase of the M.A.G.E system will probably be one of the best software investments you will ever make.

The M.A.G.E. can be obtained directly from MajicSoft, Inc. at:

348 Meredith Square  
Columbia, SC 29223  
(803) 788-8177

Retail Price (at time of writing): \$40 U.S.

#### M.A.G.E. System Requirements:

Any Color ST/STe/TT/Falcon computer with at least 512kb of RAM and a Double Sided Drive. One megabyte of RAM and a Hard drive is recommended. Knowledge of GFA Basic is also strongly recommended.

Should you have any questions, I can be contacted on the internet at:

FELDAK79@SNYONEVA.CC.ONEONTA.EDU

Atari Classic Gaming Corner

-----

Fred Horvat

Classic Gaming Product News

-----

It's hard to believe that it has been over 17 years since the Atari 2600 was released! Over 1000 games have been unofficially released for this system. Believe it or not new game cartridges are still coming out for the most popular game console ever produced, the Atari 2600! Yes I said new games are coming out, not by Atari or other major companies, but from third party individuals who really care about their favorite gaming system. Ed Federmeier E-mailed me a couple of months ago inquiring if there still was any type of market for new 2600 games or products. I told him there is still plenty of loyal followers and a larger number of people discovering for the first time the experience of the 2600. He was looking for someone to handle the production of a game; someone who had the equipment and knowledge to take his program and transfer it to cartridge. Ed found Randy Criehtfield to handle this and the distribution for him. A couple of months later Ed has a new cartridge available called SoundX (Sound Experimenter). I do not own this cartridge but from Ed's description and from others who own it, SoundX is not a game, but a program that demonstrates the sound capabilities of the 2600. You change the pitch and volume to create different sounds. Ed is currently working on a Tetris type game for the 2600. Since Tetris was never released for the 2600 this game may sell quite a few copies. SoundX cost \$16.00 and no pricing information has been given yet on the Tetris type game. To order

yourself a copy of Soundx contact :  
Randy Carihfield  
5480 Sacramento Place  
Colorado Springs, Co 80917  
719-573-4910

#### Classic Gaming Product Review

-----

In honor of the Jaguar's October 21st release of Alien vs Predator, I am doing a mini review of the first video game from the 1979 20th Century Fox movie "Alien." It was for the Atari 2600 and was called "Alien." The game was made by 20th Century Fox Video Games and was released in 1982. First off we've come a long way in 12 years. The objective of the game is to smash as many of the eggs and/or avoid adult Aliens in the hallways of the space ship and to pick up as many prizes as possible. After explaining that, the game resembles Pac-Man on the first screen. You run around the maze smashing eggs (dots). Like in Pac-Man there are Pulsars (Power Pills) that weaken Aliens and turns them blue. If you run into them when blue they are destroyed. There is also an opening on the left and right side that allow you to hyperwarp from one side to the other. You also have a flame thrower that turns Aliens away or immobilizes them temporarily. The flame thrower is limited in use and time. When all the eggs are smashed you are transported to the bonus round. The object of the bonus round is to travel from the bottom to the top of the screen and grab the prize shown at the top. You only have 8 seconds and the screen has plenty of Aliens running horizontally. You don't lose a life if you don't succeed. Gameplay is like Pac-Man or any other Pac-Man clones. Really no difference. Graphics are OK for the 2600. The Human and Aliens look good but are nothing fancy. No one will get scared of these Aliens. When you hyperwarp from one side to the next, the special effects are real nice. The human fades out and shrinks and then fades in. When the human dies, an outline of the human is shown as if he were shocked. Sounds are OK. The sound of crushing eggs can pass as such. My only complaint with the sound is that there is always a siren going off in the maze screen. This can get annoying in a hurry. The game on a whole is middle of the road for the 2600. It pretty much is the same as a Pac-Man type of game but with the Bonus Round. I'd like to thank Tim Duarte from the 2600 Connection for sending me a copy of the documentation. I own this game and figured out how to play it in a couple of minutes, but with the documentation it is easier to explain to others. As the saying from the movie goes "In space no one can hear you scream". Well, if you don't like this game they sure will.

Lynx Support Area

-----

Barry Cantin

Lynx Feature Article

-----

This month we'll take a closer look at the game "Scrapyard Dog", and the warps in it that send you from one level to another. The game consists of six "stages", each of which contains four parts. The first three stages of the game are, in order:

- 1) Junkyard
- 2) City
- 3) Forest

The only three warps known (by the Usenet community) start in these stages and wind up sending you two stages ahead in each case.

The Lynx FAQ lists only three of these warps (courtesy of E.J. Saloka) but there are probably more:

---

#### WARP to FOREST:

To perform the warp, you must be on JUNKYARD Level 2. Move right through the level to the stack of tires. Jump onto tires and press down. The can room will appear show where the arrow starts and where the prize ends up:

| Start | Finish |
|-------|--------|
| 1     | 5      |
| 2     | 1      |
| 3     | 4      |
| 4     | 2      |
| 5     | 3      |

You are now small in size. This allows you to knock on the WARP door and warp. As you move to the right, press up in front of the tree to get an extra life. Keep moving t by bullets, dogs, mice, and bird droppings. Jump up where the hub caps are hanging on a line to get invincibility. Also pressing down while on top of the third brown can (the one to the left of the mouse caught between cans) will give you a shield. When you get to the toilet just before the office, jump up on the toilet. Face left and hold down. A red warp door will appear to the right of the office. Move over to the door and hold up to open the door and warp.

#### WARP to DESERT:

To perform the warp, you must be on CITY Level 1. Move to the right until you get to the black cat up in the window above the mail box. Throw a can to get rid of the cat. Jump up to window where the cat was and press up. You will now be small. Move back to the left to door by mail box. Jump up the steps to get level with the door. Hold up while in front of door to get a red warp door to appear above the door. Now quickly jump onto mail box, jump to the left edge of the screen while holding the jump button (to achieve a higher jump). This will put you at the red warp door. Press/hold up in front of the door to warp.

#### WARP to ICE:

You must be in the FOREST level 1. At the start of the level, move to the right to the log when the rabbit comes out. When you jump on the log over the hole where the rabbit came out, press down on the joypad. You are now small. If you go to the right, you will encounter a tree with two snakes. Enter the door to enter the shop. Exit the shop and the snakes are gone. Now jump on the stump to the right of the shop. Face left and hold down till the WARP door appears on the branch. Jump up to the door and press up. You will now warp to the ICE area.

-----

Now, here's the deal -- we'd like to uncover more of these warps!  
I personally have seen several locations (not listed) in which Louie  
can get small; all we need to do is locate the red doors through  
which he must travel to complete the warp!

To help you get further in the game, here are a couple hints I have  
used which will help, courtesy (again) of the Lynx FAQ:

1) You can occasionally get a free shield in a level -- initially  
(as the timer is on 299) pause the game and press the B button.  
You should see a message on the pause screen that reads "Shield  
Awarded". If this doesn't work, then try it at 199 seconds and  
again at 99 seconds.

2) To get a bunch of free lives: If a shop you are about to enter  
has a red \$5 money bag on the same screen, take the money before  
entering the shop. Then exit the shop. The \$5 money bag will  
appear again. Take the money and enter the shop again. Repeat  
this over and over to build up your money supply. Don't worry  
about losing a life or two by running out of time for the level  
because just ahead in another shop, you will buy yourself more  
lives (\$35) and max out your shields (\$10) to nine. This method  
can be used on another level towards the end of the game to  
get lots of lives.

If you have located any warps that are not listed here, please let  
me know and I will list them in next month's issue! Send them to  
aa852@cleveland.freenet.edu and I will include them.

Lynx Commentary  
-----

We've seen recently that the Home Shopping Channel has been selling off  
Lynx systems for \$99.99. These systems include the Lynx and three cards:

California Games  
NFL Football  
Baseball Heroes

(They have been touting this as "six games", because California Games  
consists of four events... but only three game cards are included)

They have been selling like HOTCAKES! Why? because people still  
recognize the Atari name and still associate it with high-quality game  
products. Why else? Look at the deal they're offering! The other two  
color handheld game machines \*alone\* cost at least that (well, the Turbo  
Express is probably going to cost more, if you can ever find one).

It IS a very good deal. Electronics Boutique is selling a similar package,  
as is Sam's and probably other outfits.

But what about the games? Atari is still sitting on several completed Lynx  
titles, including "Battlezone 2000" and "Eye of the Beholder". All these  
new Lynx systems being sold and no new games to support them?

We'll see what Atari's next move will be regarding the Lynx. They claim  
that they have no plans of dropping the machine, and it doesn't appear that



these package deals being offered everywhere are the result of Atari's cleaning house. With only three Lynx titles released this year and the Jag starting to take off -- commercials (good ones at that) and new titles -- perhaps December will bring us a new Lynx game or two.

I'm not gonna hold my breath, but it would be nice. The Atari name can still live in its handheld, and perhaps the numbers (quite impressive) of Lynx systems sold over HSC will send a message to the Tramiels: "Release those games... release those games..." All six of them. That, and a little publicity, and they will sell.

#### Additional Lynx Commentary

-----  
Len Stys

Let's be honest with ourselves. The reason Atari Corp. isn't releasing any new games for the Lynx is because the Lynx and its games were not selling as well as the company had hoped. If Lynx games were selling really well, Atari would release the new games despite the fact that the company is concentrating on the Jaguar.

If you remember a few years ago, Atari Corp. had many excuses why the Lynx did not sell well. The first excuse was lack of games. The reason the Lynx wasn't selling well was because there were under twelve games for it. The second excuse was that Atari Corp. had a problem with getting the LCD screen for the Lynx and could not manufacture enough to meet the demand at that time. The third excuse was that the company did not consider demand for the Lynx in Europe and underestimated the demand. The fourth excuse was because Atari Corp. didn't have a tabletop game system, it didn't have the clout that Sega and Nintendo had to push their handheld on consumers. The last public excuse that I have heard from Atari Corp. was that handheld game systems just don't sell as well as tabletop game systems.

Atari Corp. never said so, but the company obviously feels that the Lynx isn't selling well because it and its games are priced too high. If Atari Corp. did not believe so, the company would have never lowered the price on the Lynx and its games.

Atari Corp. attempts to look outward to explain why the Lynx has not sold well in the past. The problem is that the company refuses to look inward for the failures of the Lynx. Atari Corp. must realize to themselves that the reason the Lynx has failed is because the company did a poor job of marketing the Lynx. Once Atari Corp. realizes that the company is the root of the problem, the company can work on solving the problem for the future. It is painful for one to admit that they are at fault. Nobody ever wants to think that they are to blame. But until someone admits it, the problems continue.

Most of the Lynx marketing was poor. The Lynx TV ads were acceptable except that they were only aired on cable because it was cheaper. But the reason it is cheaper is because a lot of people don't see the ads on cable. The Lynx mall tour a few years ago sold more Game Gears than Lynx systems because stores only carried one or two in stock. The "Batman Returns" television commercial was great, but only few stores carried the Lynx and they only carried a few in stock. It took weeks to get new shipments in and by that time, the impulse buying was over. And it took not weeks to get the Batman Returns game during the promotion, but months after the movie was out of theaters. People bought the Lynx so that they could

play the game when the excitement was still happening. Most people that went to Toys "R" Us for a portable saw a Game Gear that was focused and a Lynx that was either out-of-focus or not even on. The choice was clear which to buy. And how about other stores? The Lynx was hardly ever in plain view and most of the time, the Lynx games were under a bunch of Nintendo and Sega replacement controllers. The Lynx magazine inserts weren't too great. The largest Lynx insert was the "Batman Returns" insert and it hurt a person's eyes to read the writing on the dark-patterned background. The same logic was used in the final Lynx magazine ad that I saw that was used in most of the Lynx magazine ads. The big excuse in the past was that the reason the Lynx sold poor was because of lack of games. So in the beginning of 1994, when the Lynx has close to seventy games available for it, what kind of ad do I see? A magazine ad that shows the Lynx and five games.

Another big problem was with the Lynx game price structure. I would go to Toys "R" Us two years after a game was released and it was still priced at \$39.95. The Lynx game price structure did not encourage people to keep buying Lynx games. People did what I did. The \$39.95 price tag for an old game discouraged me and instead of buying the game, I put the Lynx away for a few months. Sega and Nintendo doesn't reduce prices of games just to get rid of a lot of extra stock. They reduce prices of games to keep people playing their system.

Now, Atari has reduced the price of the Lynx to \$59.95 and lowered the price of Lynx games tremendously. The company is also packaging several Lynx games with the Lynx. This is good for consumers. But it is bad for Atari. The price reduction of the Lynx is good because it will get more Lynx systems out there. But the price reduction of Lynx games is bad because the games are becoming unprofitable to Atari.

I estimate there are between five-hundred thousand and one-million Lynx owners out there today. So why isn't Atari releasing any new games? It is simple. Because of Atari's poor marketing and distribution efforts in the past, Atari has -no way- of reaching these Lynx owners to let them know there are new games. Most people don't read GAMEPRO to find out if there is a new game available. Most people just go to their local store and ask if there is a new game available.

Atari Corp. is going to have to throw out all previous ways of selling the Lynx and start from scratch. If Nintendo can release a monochrome and monotoned GameBoy back in 1989 and still have it on the market today, Atari can still sell the Lynx color handheld system--especially since it is still the best handheld on the market today.

The first way to do it is Lynx promotional material inside of the Jaguar. I don't mean cheap stuff either. I mean four color full-pages. The Lynx on the cover, the screen shots inside, the accessories and comparison chart on the back, and order form. The Lynx games should have a new price structure as well. The price structure in the Telegames ad (if you've seen it) seems reasonable. The games aren't priced too high, yet it is priced high enough to make profit for Atari. The higher priced games will make profit for Atari which allows the company to bring out more games. The Lynx promotional material inside of the Jaguar will help increase sales of the Lynx. And Atari is directly hitting their target market.

The second way to do it is an agreement with one or two large retailers to carry the Lynx in 1995. Toys "R" Us and Electronics Boutique or Babbages would be a good choice. Atari Corp. should then advertise the fact that the Lynx and its games are available exclusively in these stores.

The ads should be in gaming magazines and in newspapers. This will give those five-hundred thousand to a million Lynx owners a place to buy the new Lynx games when Atari releases them.

These two things will help start making the Lynx a competitive handheld once again. And most importantly--a profitable product.

Yes, I agree with Barry. The Lynx games need to come. But I don't see it happening until Atari starts taking some others steps first. And we need to encourage them to take these steps.

Jaguar Support Area

=====

Len Stys

Jaguar News

-----

Len Stys

#### NEWS FROM RON BELTRAMO AT COMPUSERVE ATARI CONFERENCE

This is turning out to be an exciting Holiday Season. As many of you know, we have started to ship Dragon: The Bruce Lee Story and Doom. We are shipping these titles as quickly as they come in to us, so make sure you stay in touch with your retailer if you are looking for these titles. On the heels of these titles are Checkered Flag, Club Drive, Iron Soldier, Val D'Isere Skiing, Bubsy, Zool 2 and Kasumi Ninja. Look for a fast flurry of these titles within the next few weeks. I am particularly excited about the diversity of these titles as well as quality. I think this Christmas, there is something for everyone on the Jaguar. This special conference is in the honor of the hard work put forth by the AvP team with their successful release of their new hit. I know people would like some updated marketing scoop, so maybe I can address that topic quickly before turning the entire focus to them.

First off, we are wrapping up some studio production work for three new television commercials: one featuring Kasumi Ninja, one for Doom and one for Iron Soldier. The Doom spot will be finished this week and be on air next week for a three week blitz leading up to the Christmas holidays. Iron Soldier and Kasumi Ninja will be completed next week and on air going into the new year. All three are shaping up to be great ads for three of the next great Jaguar titles.

Those of you who live near Venture Stores (a chain very similar to Target with stores mostly in the midwest) have seen their promotion of the Jaguar in recent circulars. The Jaguar and the Lynx have also been featured in recent Incredible Universe advertisements. We have also succeeded in selling an impressive number of Lynx systems on the Home Shopping Club. Toys R Us has expanded the distribution of Jaguar to 300 stores accross the country. Jaguar is now being launched into Japan and every Toys R Us Store in Japan will be carrying the Jaguar this Holiday Season.

Bill Rehbock, v.p. of software business development, has

recently revealed that Primal Rage will be coming to the Jaguar although the timing for release has not yet been announced.

The long awaited Tempest 2000 Soundtrack on compact disc is expected in our warehouse within the next 10 days. I think this item makes a perfect Christmas gift at only \$12.99 plus shipping. Contact Don Thomas, director of customer service to order. He tells me he has reduced the shipping and handling to just \$3.50 on this item for onliners.

The Alien Vs. Predator cinema-quality poster has been such a hit, we have brought in more. As a matter of fact, EVERYONE that attends this conference tonight live can receive a postage paid free AvP poster. The SysOp will keep track of who attends. You must send your U.S. or Canadian mailing address privately to JAGUAR\$ or ATARI to get your poster. If you are reading this text after the conference has concluded, you can still obtain a free poster, however, Atari's minimum \$4.95 shipping and handling fee applies.

The most recent edition of the retailer's Jaguar demo tape is reaching stores now. Some of you have ordered one for yourselves and are receiving them. I hope you will feel free to loan that tape out to friends. <hint> This 40+ minute tape was produced by Greg LaBrec, director of creative services. It features 30 Jaguar game sequences plus copies of Atari's Jaguar commercials INCLUDING the popular AvP spot; all professionally edited, reproduced and labeled. (Greg has been known to sign a few before they are shipped upon request <g>)

#### HAND MADE SOFTWARE NEWS

We've just finished (few weeks ago) Kasumi Ninja for the Jaguar on cartridge, although it's not expected to be released in the UK before Christmas. We're currently working on Kasumi Ninja II and Jack Nicklaus Golf for Jaguar CD. Both are scheduled for release next Christmas.

We're also working on a couple of secret, in-house projects. Mainly conversions of titles we're currently developing for other systems such as Sega's 32X. No release dates scheduled for these titles.

The Sega titles will be graphically improved but game play will be the same. One of them \*should\* be out by next Christmas as it's a Sega Megadrive port so the code is already in 68000.

#### Additional Jaguar News

-----

Compiled by Fred Horvat

#### ALIEN VS. PREDATOR TOPS BABBAGES' CHARTS!

Alien vs Predator for the Jaguar is number 8 on Babbages top 10 video game list for the month of November. What is not known is the actual number of games sold. But considering that the game came out October 21st and Babbages charges \$69.95 for the game it isn't too bad.

## V-REAL'S ARENA FOOTBALL OFFER

I am getting this information from my Arenaball program from one of this summer's Cleveland Thunderbolts game. The advertisement does not list any expiration dates so I assume this offer to still be good.

Real Arena Football League teams and players  
Up to 12 players in league play  
Build your own expansion team  
Modem play

The special offer with a \$10.00 advance order will get you the following:

- o Guaranteed delivery of limited edition game
- o Free official AFL Mini-Football
- o \$25.00 off Jaguar game system
- o Plus \$5.00 savings on the AFL game cartridge

The ad states that the suggested price is \$59.95 and with the \$10.00 advanced order your total price for the game is \$44.95.

You can contact V-Real at:

V-Real Interactive  
2121 Broadway  
Suite 200  
Redwood City, CA 94063  
800-715-7070  
415-367-4091

## 2600 GAMES ON JAGUAR?

Atari 2600 games on the Jaguar? It is possible. People laughed at me in the summer of 93 when I mentioned this but Atari is seriously considering this. How difficult would this be? Not very difficult at all. This can be done with software that emulates the 2600's 6502 chip set. At the summer CES Russ Perry Jr. talked to Dave Staugus about the possibility of this. They talked about putting Atari's entire 2600 library on CD-ROM. I'd personally prefer to have them on a cartridge. Most 2600 games are 4K on the average so 200+ games on a single cart plus emulation would still leave plenty of empty space. If you really would like to see this, contact Atari at the following address :

Attn : Dave Staugus  
Atari Corp.  
1196 Borregas Ave.  
Sunnyvale, CA 94089-1302

Tell him what games and on what format (cartridge or CD-ROM).

## Jaguar Game Summaries

-----

### DRAGON: The Bruce Lee Story - COMBAT SIMULATION

THE LEGEND FIGHTS ON . . .

The spirit of martial arts Master Bruce Lee lives on in  
DRAGON: a dangerously life-like combat simulation based on  
his biographical film. Apply discipline and a devastating  
array of age-old fighting techniques to subdue opponents

more cunning than the real Bruce Lee ever faced. Unite your spiritual and physical strength to confront The Phantom, the mythical samurai which has plagued your thoughts and dreams, in a jeet kune do duel to the death!  
[1 or 2 players] \$59.99 (Atari/J9036) [TEEN]

#### KASUMI NINJA - ARCADE FIGHTING (DIGITIZED)

ALL HELL IS ABOUT TO BREAK LOOSE . . .  
Stop the Evil Ninja Lord Gyaku from opening the Dragon Cloud temple's portal to Hell and unleashing his demon minions upon Kasumi island and the world. Battle it out in this bloody brawler in 1 Player Story mode or Two Player versus mode as one of the 8 all-time greatest warrior-fighters. Gain fighting skill and master special moves from bout to bout as you journey through the Underground Labyrinth to the Dragon Cloud temple where you'll face your ultimate opponent: the Evil Ninja Lord Gyaku himself!  
[1 or 2 players] \$69.99 (Atari/J9012) [MATURE]

#### CHECKERED FLAG - VIRTUAL SPEEDWAY

THIS AIN'T NO DRIVE TO GRANDMA'S!  
Get ready to burn rubber! Race for the Checkered Flag behind the wheel of a turbo-powered speedway racer in real-time, 3D-rendered action. Choose from 10 high-performance tracks and see the speedway from 6 distinct views. Alter features and attributes on your racer to improve your times or even change the weather conditions. Action so realistic you'll swear you feel the wind in your hair as your tires screech around the curves. Keep your sweaty palms on the controller!  
[1 player] \$69.99 (Atari/J9007)

#### ZOOL 2 - SIDESCROLLING ADVENTURE

IT'S KROOL & UNUSUAL PUNISHMENT!  
Zool and his daring and lovely sidekick Zooz face a challenge that would wilt the knees of even the toughest Ninja. The Nth Dimension is under attack from the evil forces of Krool. Our heroes must restore the Nth Dimension to equilibrium and exile Mental Block and his mind-numbing cronies before imagination is wiped out of existence. Zoon the two-headed intergalactic wonder-canine will help, but you'll need skills from the Nth Dimension to save imagination!  
[1 player] \$49.99 (Atari/J9042)

Tempest 2000(tm) The Soundtrack shipping soon!

-----

Ever since the release of Tempest 2000 (the extraordinary 64-bit Jaguar update to one of the most phenomenal video games of all time), gamers have been pleading for an audio disc of the outstanding music soundtrack. At the summer Consumer Electronics Show in Chicago, Atari announced that such a compact disc was planned and I am pleased to report that I have seen one of the first ones off the "press" arrive in our offices today. The disc features 12 selections as follows:

- |                       |      |
|-----------------------|------|
| 1. Thermal Resolution | 3:59 |
| 2. Mind's Eye         | 4:52 |

|     |                         |      |
|-----|-------------------------|------|
| 3.  | T2K                     | 5:23 |
| 4.  | Ease Yourself           | 7:52 |
| 5.  | Tracking Depth          | 5:04 |
| 6.  | Constructive Demolition | 4:05 |
| 7.  | Future Tense            | 5:54 |
| 8.  | Digital Terror          | 5:07 |
| 9.  | Hyper Prism             | 4:26 |
| 10. | Glide Control           | 5:12 |
| 11. | Ultra Yak               | 4:00 |
| 12. | 2000 Dub                | 7:31 |

The CD is produced by AtariMusic; a division of Atari Corporation. The executive producer is Mr. John Skruch. The director of audio is Mr. James Grunke.

I have asked Mr. Grunke to let me know as soon as the CD was to be made available. They have been duplicated and they are in the process of being properly packaged. Although he is not quite sure whether it will be 10 or 14 business days due to Holiday schedules, he assures me Atari will take delivery of them very "soon" now. Soon enough, that he is permitting me to begin accepting preorders which I can ship when they arrive.

So once again... here's the online deal!....

The cost is \$12.99 plus \$3.50 shipping and handling to reserve your copy to be assuredly shipped before Christmas. (The shipping and handling is reduced from Atari's normal \$4.95 for a limited time.) That's a total of \$16.49 (\$17.56 in California) (\$18.49 in Canada). Mastercard, Visa and money orders accepted (Checks and money orders should be made payable to Atari Corporation. NOT IN MY NAME! <g>. I can ship to any location in North America including U.S. and Canada. Please allow 14 to 21 business days for delivery. (Please note this is a preorder. Payments will be processed immediately so your order is ready to ship as soon as they arrive.) To reserve yours, send your order to:

Thomas' Terrific Tempest 2K Tunes Deal  
Atari Corporation  
P.O. Box 61657  
Sunnyvale, CA 94089-1657

OR contact me via Internet or on Compuserve:

75300.1267@compuserve.com

OR send me private E-Mail (to the SysOp) on:

CATscan BBS ..... 209/239-1552

or fax your request to:

Atari Customer Service Fax ..... 408-745-2088

I've mentioned to James that a few people enjoyed having Mr. Greg LaBrec autograph their video tapes. James said he'd be happy to sign a couple compact disc sleeves if I hit him up when he's not too busy. <g> (by specific request

only, allow a few extra days) By the way, music and Jaguar retailers who are interested in carrying Tempest 2000: The Soundtrack can send me a fax or EMail and I will be sure to get that passed on to our sales department immediately.

We hope when you get the CD, you'll urge your local radio stations to play your favorite selection. We will be making the CD available to the hottest applicable North American Stations, but if we miss your favorite station, just ask them to fax a request to receive a copy at 408/745-2088. Who knows, maybe you can help put your favorite song on a Billboard chart! <g>

Don't forget the software preview video tapes. If you haven't asked for your copy yet, it features over 30 professional video captures PLUS Atari's recent television commercials. The price is \$8.95 plus \$4.95 S&H or a total of \$13.90 (\$14.64 in California) (\$15.90 in Canada).

I also still have Alien Vs. Predator posters remaining although we are shipping another wave of them to retailers. There is one for each shipping and handling fee of \$4.95 (\$6.95 in Canada).

Other news... if you have not heard. As of 11/22/94, Dragon: The Bruce Lee Story has started to ship and Doom will be in stores within the next week. The games are beginning to roll in. We may not all agree about which ones we like the best, but we will all agree there will begin to be a LOT of great ones to choose from. I have also confirmed that the wheels are now in motion to put Primal Rage out on the Jaguar. Don't ask me how much or when. I do not know yet. Happy Thanksgiving!

By the way, you can help a LOT by passing this offer electronically to another Forum, Roundtable or BBS or make a hard copy and give to friends. Thanks! If you are reading this news belated, go ahead and place your order! We will let you know if we cannot fulfill it for any reason.

#### VHS Game Tape Offer

Atari has a brand new VHS preview tape and it's better than ever! Over 30 Jaguar titles have been captured on video tape and just in time for the Holidays. This tape has been meticulously produced under the direction of Mr. Greg LaBrec using state-of-the-art direct-to-tape equipment and techniques. The action sequences selected were provided by the game producers or the guidance of the third party developers. Okay, okay... forget the hype... it's a darn cool tape and it has a cool plastic box and label too.

This new edition updates the previously released software preview videos with exciting captures to show off last minute changes to games that are now in production. There are incredible sequences featuring action games such as Iron Soldier and high-resolution fantasy games such as Rayman by ubi Soft.



Although this tape has been developed primarily for the use of Jaguar retailers, I have twisted marketings arm and they (actually he) has finally allowed me to sell copies to our faithful online Jaguar fans. I told him how everyone wants to see what has been taking so long. I mentioned that gamers want a good preview of things they are being asked to spend \$50 to \$70 on. I assured him people want an update of what has been going on in the past few months since CES. Now he's convinced and I have to sell more than three tapes fast or he'll never believe me again. <g>

Want more info? Here's the video menu...

Approx.

| Tape  |                                     |                  |
|-------|-------------------------------------|------------------|
| Pos.  | SEGMENT                             | AVAIL. IN STORES |
| ===== |                                     |                  |
| :20   | TEACHER SPOT                        |                  |
| :49   | Doom                                | EARLY DECEMBER   |
| 2:34  | Dragon: The Bruce Lee Story         | LATE NOVEMBER    |
| 4:00  | Checkered Flag                      | EARLY DECEMBER   |
| 5:45  | Iron Soldier                        | MID DECEMBER     |
| 7:42  | Zool 2                              | LATE DECEMBER    |
| 8:57  | Kasumi Ninja                        | LATE DECEMBER    |
| 10:25 | Club Drive                          | LATE NOVEMBER    |
| 11:56 | ALIEN VS. PREDATOR SPOT             |                  |
| 12:27 | Alien Vs. Predator                  | AVAILABLE NOW    |
| 15:34 | Ultra Vortex (Beyond Games)         | DECEMBER         |
| 17:06 | Val D'Isere Skiing and Snowboarding | EARLY DECEMBER   |
| 18:49 | Bubsy                               | LATE DECEMBER    |
| 20:05 | Double Dragon V (Williams)          | DECEMBER         |
| 21:30 | Flashback (US Gold)                 | DECEMBER         |
| 22:49 | Brutal Sports Football (Telegames)  | DECEMBER         |
| 23:50 | Sensible Soccer (Telegames)         |                  |
| 25:03 | TEMPEST 2000 SPOT                   |                  |
| 25:34 | Tempest 2000                        | AVAILABLE NOW    |
| 26:58 | Wolfenstein 3d                      | AVAILABLE NOW    |
| 28:06 | Cybermorph                          | AVAILABLE NOW    |
| 29:20 | Raiden                              | AVAILABLE NOW    |
| 30:32 | Evolution: Dino Dudes               | AVAILABLE NOW    |
| 31:35 | Trevor McFur in the Crescent Galaxy | AVAILABLE NOW    |
| 32:50 | Syndicate (Ocean)                   | DECEMBER         |
| 33:47 | Theme Park (Ocean)                  | DECEMBER         |
| 34:35 | Air Cars (Midnight)                 | DECEMBER         |
| 35:39 | Troy Aikman NFL Football (Williams) | DECEMBER         |
| 36:34 | Cannon Fodder (Virgin)              | DECEMBER         |
| 37:43 | Dragon's Lair (Readysoft)           |                  |
| 38:31 | Hover Strike                        |                  |
| 39:20 | Fight For Life                      |                  |
| 40:00 | Burn Out                            |                  |
| 40:43 | Rayman (ubi Soft)                   | DECEMBER         |
| 41:52 | VLM (Virtual Light Machine)         | DECEMBER         |

Okay, okay... here's the deal. The cost is \$8.95 plus \$4.95 shipping and handling. That's a total of \$13.90 (\$14.64 in California) (\$15.90 in Canada). Mastercard, Visa and money orders accepted (Checks and money orders should be made payable to Atari Corporation. NOT IN MY NAME! <g>. I can ship to any location in North America including U.S. and

Canada. To order, send your order to:

Atari Corporation, P.O. Box 61657, Sunnyvale, CA 94089-1657

OR contact me via Internet or on Compuserve:

75300.1267@compuserve.com

OR send me private E-Mail (to the SysOp) on:

CATscan BBS ..... 209-239-1552

or fax your request to:

Atari Customer Service Fax ..... 408-745-2088

Personally, I'm going to have my tape signed by Greg LaBrec. If you want him to sign your copy, let me know and I'll see if I can catch him in a good mood for you! <g>

I also have Alien Vs. Predator posters remaining. There is one for each shipping and handling fee of \$4.95 (\$6.95 in Canada). These are cinema-size posters and I've already heard back from gamers who have had theirs laminated, mounted and framed.

By the way, you can help a LOT even if you don't want to order the tape or request a poster by passing this offer electronically to another Forum, Roundtable or BBS or make a hard copy and give to friends. Thanks!

#### Jaguar Contest

\*\*\*\*\* AVP ON-LINE TRIVIA CONTEST \*\*\*\*\*

WIN A JAGUAR or AN AUTOGRAPHED COPY OF ALIEN Vs. PREDATOR!

Atari is proud to introduce another online attraction... It's our first ever "AvP Trivia Contest"! Here's how it works... Below are five questions regarding Atari's hit 64-bit Jaguar release of Alien Vs. Predator. Each question may be answered by A, B, C or D. Entrants must submit their answers along with their mailing address and daytime phone number. Entries should be sent directly or through the Internet to one of the following addresses:

75300.1267@compuserve.com

or

jaguar\$@genie.geis.com

Entries will be accepted anytime from November 29, 1994 until midnight of December 9, 1994. This contest is open to all onliners who have a North American shipping address (50 U.S. states and Canada) who have complied with the terms of this contest. BBS users can submit their entries by sending a private message to the SysOp of CATscan BBS by dialing 209/239-1552. Sysops are encouraged to

distribute the details of this contest. The winner will be randomly selected from all the correct entries. Due to the anticipated volume, individual replies to entries CANNOT be made. Only one entry per person will be accepted. Employees of CompuServe, GENie or Atari are ineligible.

To make things REALLY easy. You WILL find the answers within the text of the November 29th AvP conference on CompuServe or the November 30th AvP conference on GENie.

Here are the questions:

- 1) Alien Vs. Predator by Atari for the 64-bit Jaguar interactive multimedia system features the ability for the player to become any one of three characters. What are those characters?
  - A. Ripley, an Alien and a Navy Seal
  - B. An Alien, a Predator and a Marine
  - C. A ship's navigator, a cook and a doctor
  - D. None of the above
- 2) Which film studios produced the Alien and Predator films?
  - A. Warner Bros. and Twentieth Century Fox
  - B. Disney Studios and Twentieth Century Fox
  - C. Twentieth Century Fox and Twentieth Century Fox
  - D. Universal Studios and Twentieth Century Fox
- 3) Alien Vs. Predator is a virtual world challenge which is described in the manual to be:
  - A. a tactical simulator depicting the events following the fall of Camp Golgotha Colonial Marine Training Base.
  - B. a reenactment of events created by a supercomputer based on the ultimate terrestrial war Alien vs. Predator.
  - C. a dream sequence of space mining personnel aboard their own contaminated ship.
  - D. a hypnotic recall of the nightmarish events experienced by marines on a recent war mission where germ warfare was used against them.
- 4) An effective tool to be used while playing Alien Vs. Predator is the H.U.D. which offers status displays. What does H.U.D. stand for?
  - A. Heads-Up Display
  - B. Helmet Ultra-Diatometer
  - C. Heated U-light Diagnostics
  - D. Hampered Utility Detector
5. One of the many obstacles to avoid is referred to as a Facehugger. A Facehugger is which of the following?
  - A. A creature that attaches itself to the face of its host.
  - B. A helmet instrument used by the Predator that injects

- a poison into anyone else who may attempt to use it.
- C. A "gripping" gas that stretches the skin of the face until it tears.
- D. None of the above.

\*\*\*\*\*

#### DOOM Internet Reviews

-----

From: rbeer@deathstar.cris.com (Rich Beerman)  
Newsgroups: rec.games.video.atari

Pretty humorous: Went to Waldensoft at the Fashion Square Mall in Saginaw, MI. to \*possibly\* buy a 3DO unit, and to my tremendous surprise, while I was standing at the counter asking the salesman questions about the Goldstar 3DO unit, I saw Jaguar DOOM! .. Needless to say, I walked out w/ the Doom cart, and not the 3DO unit ...

The game is GREAT -- I've played a lot of Doom on the PC, and there are definite differences (for those who have played a lot of the PC version, you will notice them immediately).

The game's \*FAST\*. I don't know the FPS rate, but it's obviously much faster than AVP. Jag DOOM is at LEAST as fast as a 486/66, if not a Pentium (seriously). The resolution isn't too bad either, which was something I was worried about. It's noticeably lower than the PC version but it does not look bad at all.

There is very little slowdown in the play. I've noticed a few small pauses, especially in level 3, but are short and not distracting.

There are some cosmetic enhancements from the PC version. For example, there is no "light banding".. Jag Doom "fades" similar to AVP. The sounds are somewhat similar. There is no music in Jag Doom, and the levels are different in many ways. It seems id software took out a little bit of detail (again, this will be noticeable for all you PC Doomers out there), but in doing so, they've added some other cool sections of the level.

My only complaint is that I have not found a way to save a game yet. It looks like this functionality is not in the cartridge; this is unfortunate, because it's really hard to start off on a hard level with a simple pistol.

My recommendation: BUY IT. It's \*GOOD\*. I was very sceptical several months ago, but it's exceeded my expectations. I can't think of enough positive adjectives .. again, BUY IT!

A note to id: I was critical of your efforts several months ago, and I apologize; I was wrong. You guys did one HELL of a job! THANKS!

- Rich  
rbeer@cris.com

From: <U50723@uicvm.uic.edu>  
Newsgroups: rec.games.video.atari

Thought I'd give some quick impressions of JagDOOM. I just got it this afternoon at EB for \$69.99. (I'm in Chicago, BTW)

The one thing that really struck me was the effect the larger color palette had on the game. Without altering the dark and forbidding atmosphere, the extra shades and colors really make a difference. Everything looks a lot sharper. I know a lot has been mentioned about whether the resolution would hold up, but I can't see a difference between the resolution here or on the PC version, and I'm talking the high detail mode here.

I've played through the first 4 levels. The controls are very responsive. I think the game moves very fast. I've played PC Doom on a 386/25 (bleh!) and a 486dx2/50. I'd say the speed was comparable to the dx2. It did seem like there were a lot fewer objects in general on the levels I played; the exception being barrels. There did seem to be a lot more barrels than I remember on the PC version. I'll have to go back and check.

As everyone knows, there's no music during play. Fine with me, I found the music during PCDoom did nothing for me. Didn't like it, didn't hate it. The sound effects are all nice and crisp sounding.

I can't comment on the network feature since I know no one else with a jag. Not having the modem feature really hurts the replay value of the game. I have a feeling I'm going to play it, beat it, and then sell it. With the modem feature it would have been a keeper.

Overall, JagDoom measures up very well with PCDoom. It's really well done.

Later,  
Jim Devereux  
u50723@uicvm.uic.edu

PS. regarding 32x Doom: I got about a 10 min. look at this while waiting in line at EB ( Why I entered a mall the day after Thanksgiving I have no idea :) ). Jag and 32x versions looked to be running at the same speed; the difference, if any , wasn't noticeable. However, the colors on 32x don't compare. Everything seemed to run together on the 32x. The border was about an inch on the sides and 1.5-2 inches on the bottom (the status bar is a lot bigger than on the PC or jag).

From: Kent.Frechette@launchpad.unc.edu (kent frechette)  
Newsgroups: rec.games.video.atari

Well, here is my quasi-DOOM review. First off, anyone unfamiliar with me should know that I've been a Jaguar devotee since last November. I was one of the first to get one, and I'm one of the guys currently pissing and moaning about what a lousy year Atari has posted...T2000 and AVP aside.

Enough of the BS:

JagDoom receives:

|                |      |                                                         |
|----------------|------|---------------------------------------------------------|
| Graphics       | : 6  | (out of 10) Blech! This is 64-bit technology?           |
| Sound          | : 10 | Excellent sound!                                        |
| Control        | : 10 | Lightyears ahead of any keyboard                        |
| Gameplay       | : 10 | Sure, it looks grainy, but it's still Doom.             |
| Replayability: | 10   | Lots of neato things to find (if you can see 'em)       |
| Difficulty     | : 10 | Ranges from cakewalk to midnight stroll in Central Park |

Yes, the graphics were a huge disappointment to me, and not much better than the 32X version. But, as you can see, I am quite pleased with every thing else. I've played for a few hours today and have managed to only get through level 3.

BTW- this review is for folks who don't have the PC version. I had only played Doom 1 on a computer once. If you've played it tons already than I don't think you'll want to get JagDoom. I saw many things which were minimized to make the game playable ie. graphics, things missing. There are no light amplification glasses. I guess that means no code to turn the lights on, huh?

I just loaded Doom II on my computer and am currently dividing time between both of them. Hands down, Doom II kicks ass, but not ever really having played Doom 1 makes JagDoom a lot of fun. So far the levels all seem very long and fun. But someone help me: How do I get into the room in level 3, which I was allowed to open a window to look into? Am I clear about where I want to go?

I only play Doom on the Ultra-Violence level because anything less is for girlie-men, and maybe that is why I haven't cleared out level 4 yet, but I think I saw the end.

I have no sound card in my computer, so the addition of sound in JagDoom is awesome. It actually helped me find two secret doorways (I could hear something opening and closing in the distance).

No music during gameplay, but there is a really bad song at the intro screen. So far I've noticed a different song at the end of each completed level...not bad.

JagDoom doesn't have that graphic screen when you beat a level that shows you which part of the base you just cleared and which part you're heading to next. The level-cleared screen is similar to that of Doom II.

SaveGames: Poopoo kahkah Crap!!! Cheap bastards! When you clear a level it will allow you access to that level and any level prior to that next time you play. Every time you start the game anew, you only begin with the dinky pistol. Makes the game more challenging, sure, but very frustrating at times, too.

like with the 32X version of Doom, JagDoom is just a wild fuching ride. Hang on for dear life, and make sure you got plenty of ammo for the trusty shotgun. This game is great fun.

The speed is very good. I run Doom II on a 486-66 and JagDoom appears to be running the same speed or better and smoother...have I mentioned that the graphics suck, though? You'll get used to that after awhile, but I have a problem at times distinguishing the bad guys at long distances.

Yes, unlike 32X Doom, we see the beasties from all sides, and, yes, they do kill one another, and, yes, that's fun to watch knowing that you instigated the melee (sort of like screaming fire in a crowded auditorium).

Due to the fact that my piece of shite server is a day or two behind, I haven't seen any other Doom posts since Thursday. I apologize if you've heard all of what I've said once or twice before. If you have any questions, by all means ask someone else...just joshin'. Drop me a line.

God, knows I'll probably be requesting some assistance from you all in finding some of the secret goodies and codes.

A happy ammo code would be very useful, but I feel like a real soldier going at it like it is...we'll see how long that lasts.

BTW- If what Travis said is tru, and Atari only managed to get a few of these out before X-mas, I sympathize with those unable to get a copy. I'll try to finish the game as soon as possible and put it up for sale when I do. Good luck getting a copy. It's worth it if, like me, you rarely played Doom in the past. And- to hell with you, Atari, for making it so difficult for your loyal followers to get copies of your supposed "system sellers".

See ya all around,  
Kent Frechette

Back to JagDoom and Doom II!!! I'm going straight to Hell, I just know it.

--

Launchpad is an experimental internet BBS. The views of its users do not necessarily represent those of UNC-Chapel Hill, OIT, or the SysOps.

--

From: artintel@aol.com (ArtIntel)  
Newsgroups: rec.games.video.atari

This game does have the Doom feel. It is very fast, and controls well. It is also an excellent challenge due to the lack of instant save. Well, so much for the good stuff. The bad news is that the resolution is quite bad. It's like playing on low detail on the PC only slightly worse. Also, there is a marked lack of detail and/or missing textures. And also there are missing walls, areas, etc. Overall I'd say I'm quite dissatisfied with this version after all the hype and wait. I haven't played the 32X version, but I don't think it could be much worse. If you've played the PC version, (and most have) I think it blows the Jag version away! I would rent it first. Especially since it's \$74.00!

From: andre@earth.execpc.com (Andre Robotewsky)  
Newsgroups: rec.games.video.atari

Hi there,  
Just picked up my copy of Jag DOOM and here's what I think:

The Good:

- 1) Resolution: at least as good as PC version- much better than 32X
- 2) Animation speed: very high- has run feature a la Jag Wolf 3D
- 3) Animated texture maps and lighting effects
- 4) Lots of action
- 5) Non-orthogonal environment- lots of variety
- 6) Difficulty- seems fairly well balanced at default setting

The Bad:

- 1) Resolution: although as good as the PC version, it doesn't touch AvsP. HIGH degree of pixelization
- 2) "Mood"- none. The game really does not draw the player into itself the way AvsP does. In fact, the monsters seem more comical than frightening.

The Ugly:

- 1) Sound effects: WHERE ARE THEY!?!?! Basically, the only sounds in this game are those of your weapon firing, ammunition exploding, and the occasional grunt- either from your character or a monster. No ambient sound effects a la AvsP. No sound track. Is this a sleeper or what?
- 2) Save game- or lack thereof. Doom "remembers" the most recently completed level. Will allow you to restart at any level through most recently completed
- 3) BUGS! I've already had the game hang on me with the message:  
"Player in special sector: unknown"

Conclusion: This one's going back to Babbages. Offers nothing over the PC version- and that's free vs \$75 for the cart. I can't help but compare it to AvsP. I know, I know, they're not the same- but all other arguments aside, both games are meant to be 3D, immersive first person perspective action games, and in that way, they are the same. The biggest difference, I think, is in the quality of implementation. AvsP managed to completely engross me for hours and hours at a time. The realistic graphics and mood setting sound effects did a great job of "suspending disbelief"- I almost felt I was in the game, not playing it. I can't begin to count the times I was made to nearly "jump out of my skin" when surprised by an alien(s) or predator. NOTHING like that in DOOM. On the plus side, I have to admit that the non-orthogonal rendering engine adds a nice amount of variety to the environment, it's simply not enough to make up for all its short-comings... Too bad, I really wanted to like this game- but I think AvsP has probably spoiled a lot of people- certainly myself. Rebellion has raised the standard, and ID hasn't met it...

From: artintel@aol.com (ArtIntel)  
Newsgroups: rec.games.video.atari

More thoughts on Jag Doom after extended play. I think ID did an excellent job of getting this sucker to play exactly like Doom on the PC. After logging dozens of hours on PC Doom, I can say that this game is just as fun, play wise. However, the darn resolution seriously hampers a total, "Ya, I'm glad I paid 74 dollars for this and it was well worth It, feeling". I think public demand and expectation may have been partially responsible for this, in that most people were probably screaming at ID for it to be ' full screen '. I think, if they could have reduced the screen size. ( I mean come on, most people have at least 27 inch TV's by now ) And then maybe they could have upped the resolution. Also, I'm sure the pressure was intense to get it out by Christmas due to the dearth of games. I guess ultimately, maybe we should do what we can to let the game companies know that they should take the time to do the game justice. And not compromise quality just because we want it yesterday. Remember, once it's done it's done, and we might have to wait another year for Doom II or whatever, to see an improvement.

From: andrewwelc@aol.com (AndrewWelc)  
Newsgroups: rec.games.video.atari

I picked up Jaguar Doom today, which set me back \$75 or so -- I hope these things don't get much more expensive.

Jaguar Doom is without a doubt the best game available for the Jaguar to date. In terms of playability, variety, and enjoyment I think it beats the stuffing out of AvP.



Yes, the resolution is a disappointment, and it is noticable (especially the sprites -- the 3D environment looks pretty good, though it is very dark and muddy in places). However Doom is Doom. I don't own a DOS box, so the Jaguar is the only place I can easily get a Doom fix.

Overall I'd say it \*looks\* worse than the PC version, but the gameplay is all there (gotta love the chain saw), and the controls are just fine. Music would definitely help the mood, and I wish they included it, but it doesn't devastate the game by any means.

It'll be interesting to see how the 3DO version of Doom and Doom II (coming next year) compare. I haven't played the 32X version enough to make a comparison there, however I will point out that Atari needs games that make it stand head and shoulders above the games on other systems, not just a few inches higher.

All that said, if you own a Jaguar and like raucus death and carnage, you won't go wrong with Jag/Doom.

Graphics: 7  
Sound: 7 (I'd give it a 9 if there were music)  
Gameplay: 10  
Overall: 8 (could have been a 10 with higher resolution graphics and music)

Cheers,

Andrew Welch  
Ambrosia Software, Inc.

Dragon: The Bruce Lee Story Internet Reviews

-----  
From: JoeCat@ix.netcom.com (Joe Cataudella)  
Newsgroups: rec.games.video.atari

OK - here's the deal with Dragon: The Bruce Lee Story. Basically it's like a \*small\* combination of Street Fighter and Streets of Rage. There are options like 1-player Story (set up like the movie, starting in the catering hall, then moving onto the kitchen in San Francisco, etc.), 1 player Battle (let's you select the scene as you fight 5 rounds each against other fighters), and two player battle (two-player mode against each other). There are difficulty and speed settings as well (Manic being the highest speed). The backgrounds are pretty nice, and there are a few scrolling layers on particular scenes (some impressive, others not). The characters are what probably lowered the scores - they look 16-bit...no better than your average fighters in a SNES game. The music is excellent, and the sound effects are ok...adequate, but nothing earth shattering. Bruce starts off with a set amount of moves, and under his life bar is a second bar representing CHI. As you fight, your CHI bar starts to fill, and once it hits a certain point, the word FIGHTER appears and suddently Bruce gains around 4 or 5 deadly moves; when CHI bar reaches the max, Bruce gets awarded with Nunchucks (<-sorry 'bout the misspell - I'm rushing this one out). If you lose all of your fighters (I believe you start with 3), the scenery changes to dark shades of blue, as Bruce has to face his demon (remember that giant thingy from the movie?). I'm not sure how this part works -but if you at least stand up to this guy long enough - you're put back into the game at the level you got your butt kicked on (I imagine you eventually work yourself up to this character for a fight to the finish at the end of

the game). My initial reactions when I popped this game on were - geez, this doesn't look next-generation to me- but after a few of us played it a bit - we found ourselves going back for one more try (quite a few times) as it is quite hard. I can see why GameFan gave it low scores, but because I expected a disaster (like Shadow on 3DO), I was actually suprised. OK, again - don't exepect some revolutionary special effects like you did in Tempest, or fireballs coming from Bruce Lee (he's not Ryu <g>), but as a fighting game, it's really not all that bad. Personally I like it better than Brutal Sports Football, Raiden, Cresent Galaxy, and Dino Dudes (at least from this perspective). A few customers popped by to check it out - they played it for 2 minutes, got whipped, then said "this game really does suck", as they kept asking if they can give it another shot. When they got to the second level (fighting the two cooks), their reaction started to change a bit. I'm not giving this the green light.. recommending you run out and buy it - but it's certainly not terrible!

--

Tronix Multimedia  
3DO Jaguar Sega SNES PC-CDROM  
~ Ahead of the Game ~

From: Walter Las <wlas@delphi.com>  
Newsgroups: rec.games.video.atari

Ok, well last night I managed to get Dragon: The Bruce Lee story. In fact, I drove about 30 miles away from my home in about 40 minutes to get it before the store closed.

The first thing I'll say is that I'm the kind of guy that likes to put Raiden in the old Jaguar and blast away aimlessly for hours at a time. I also liked Dino Dudes (and got it after swearing that I'd NEVER get it; I'm glad I did) and play it every so often. Usually I like to clear the high score table, get my name on it and listen to the Cave Band. So what I say here might be considered suspect by many of you.

Dragon is from Virgin, and as far as I'm concerned it's the first third party release. Oh, sure, I've heard that Brutal Sports Football was released. Somewhere. All three copies or so. But I've never seen it. For those of you who think the packaging for Jaguar games is rather cheesy you'll be disappointed to know that it's basically the same. Or I should say exactly the same. Right down to the box and wonderful monochrome three language instruction booklet (with the cash infusion from Sega, do you think we'll start seeing some color manuals?).

I know this is odd, but I was really hoping that when the Jaguar booted up the Jaguar in the cube would have been changed to a picture of Bruce Lee, but it didn't happen. I'm not even sure it could be done. This is not a complaint.

Dragon looks like a near direct port from another system. Possibly a Genesis. The main menu is set up like a Genesis game. For a start there's a difficulty setting. You can go from "Piece of Cake" to "Arcade" and a speed setting from "Slow" to "Manic." That was awful nice I thought. I'm sick of games with no difficulty setting. You can also get a nifty sound check. All of this is displayed over a lovely Yin-Yang symbol.

There are several ways to play Dragon also.

In the One Player Story Game you play Bruce Lee and follow the plot of the movie (more or less). The different scenerios are: Hong Kong (the fight with the sailor), Gussie Yang's Kitchen (against two angry chefs), Seattle (no, this is not Nirvana just Scott in the gym), Oakland (where Bruce gets into trouble for teaching whites), Hong Kong (again, but this time on a movie set), Bruce's Kwoon (another bout with Scott), Long Beach Stadium (where you fight the same fellow who broke Bruce's back in stage 4), Thailand (Bruce's first film), Hong Kong (again, another film set too), and The Graveyard (you can figure this one out right?). Every three stages or so sees you practicing with Pete the Dummy; a pole with three sticks coming out of him. You're supposed to hit that pads while avoiding the horizontal sticks that swing at you. There is also a Two Player Story Game, but I haven't tried it.

There's the One and Two Player Battle games where you can select any scene and fight the enemies there and the other player.

And finally there's the Two Player Vs CPU Battle which is fairly self-explanatory.

Bruce has three styles of fighting: Mantis, Fighter, and Nunchaku. On screen is an energy bar which displays the amount of life left and, under it, a bar that shows how much "chi" Bruce has built up. Chi is built up by hitting your opponents and is lost by being hit or using moves in the Fighter and Nunchaku modes (although in the Nunchaku mode you can also build chi up by waving your nunchaku around and looking menacing). There are bars that show where the next level is and when you reach a level it's name glows underneath the bar for a short time. At this point you have to press 2 or 5 to enter Fighter mode and 3 or 6 to enter Nunchaku mode. If you wish you can go back to Mantis by hitting 1 or 4 on the keypad.

There are four basic styles of attacks. There is the Fast Kick, Fast Punch, Hard Kick and Hard Punch. The Hard Kick and Hard Punch his the same button (A) and are toggled by using the Option button. This is a little strange, but it's not very hard to get used to it. Using these four attacks you can use a host of others depending on how far away you are from the enemy. There are roughly 22 different moves you can make, including offensive and defensive. There are no "magical" moves such as tossing fireballs or teleporting. An amusing and satisfying move is the Stomp. When you knock down an opponent you can leap up over his or her chest and push down on the joypad and make Bruce stomp on the enemies chest, give a little howl and smoosh his foot down for good measure.

You get three lives, represented by three little mirrors. When you lose a life you lose a mirror. After the third mirror is broken you don't just shuffle off this mortal coil, you get to confront your personal demon. Best him and you can get all three lives back.

Control wasn't bad. The hardest problem I had concerned the joypad more than the game. It's too easy to get a diagonal when you don't want one (which sends you flipping off in whatever direction or leaping high above your target) and too difficult to get one when you really need it. Also, my thumb had a habit of cramping up at the worst times. Luckily the PAUSE button has it's full effect for thumb stress release.

The music wasn't awful. That's about the best I could give it.

Chances are when you are confronted by two enemies or so you won't be dancing to it anyway.

The sound effects, however, are absolutely pitiful. No other Jaguar game has sound effects this bad. For instance, when you lost a life all three mirrors are shown on screen and then one of them breaks. Do you think Virgin could have sampled glass breaking? Nope. You get a real feeble "phutz" sound instead. And one sound I'm sure was taken directly from a 2600 game (sound #32 from the Sound sampling menu).

Overall I'd have to say that Dragon isn't nearly as bad as Die Hard Game Fan had said, which I find truly disturbing. I'm not at all sorry that I bought this one and I rather enjoy despite the poor sound. There's a good bit of challenge in this one without being a complete stoker. It is not, however, a Street Fighter II or Mortal Kombat (take your pick). People who are eager for those types of games are better off waiting for Kasumi Ninja (I think I'll have to ignore DHGF on that one too) and Ultra Vortex. As usual though it's best if you can try it before you buy it.

Brutal Sports Internet Review  
-----

From: Mark Santora <santora@delphi.com>  
Newsgroups: rec.games.video.atari

Well folks, I finally got it. Yes, I plunked down my \$74.58 tonight and snagged BSF at the local Babbages while stressing with the manager, "Hey, I've heard it's not worth \$70. So, if it sucks, I can bring it back, right?"

First let me start by obviously saying that this game could be done on any of the 16bit and higher platforms, and has. The control is ok but the documentation sucks. The graphics are good, obviously more than 64 colors but I would doubt more than 256...

Set up is simple, a two screen wide football field that is no rules, with a radar on top - it doesn't matter, you never have time to look at it. I've played the game on and nothing has made me go wow(except Shelly Long on Fraiser...).

I wouldn't call this a great game, its ok. Not worth the \$70 I paid for it. Chances are that it will end up back at Babbages on Friday and I will put the credit back on my mastercard and wait for Doom or KN or IS or something worth \$70... If you can get BSF for about \$50, you might want to grab it, otherwise, its not worth it.

Mark Santora  
----->

Club Drive Internet Review  
-----

From: JoeCat@ix.netcom.com (Joe Cataudella)  
Newsgroups: rec.games.video.atari

Well, finally put some time in with Club Drive - and I have to say - it's a big thumbs down. It's ridiculously over-sensitive (the car's control) as you spend the entire game crashing into polygons. The sound

is simply awful, the landscape - disorienting, and the polygons are at times very sloppy. Even with the option to play different types of games (e.g., racing against time, collecting balls, or tag), there's no sign of play-value whatsoever. I might have liked it (a bit) if it had decent control - but no matter which view you drive in - it's a total frustrating mess. Honestly, it looks like a product that was in its early stages of programming that was never finished. Oh well, onto Checkerd Flag (when it arrives?). In the meantime - go out and buy DOOM to at least put a smile back on your face. Time to do some price slashing. :)

--

~ Tronix Multimedia ~  
3DO JAGUAR GENESIS SNES CD-ROM  
\*\* Ahead of the Game \*\*

Newsgroups: rec.games.video.atari  
From: dbrown@stephens.tisl.ukans.edu (Dennis Brown)

[NOTE: I don't review games often, and so this is a rough review.  
However, I just bought the game and feel I should warn others who wish to do the same! Blech!]

Club Drive  
from Atari  
\$59.99

#### Premise:

You can drive your polygon race car around four worlds: Jerome's Pad, San Francisco, Velocity Park, and The Old West. [There are actually eight courses, see below.] You can play tag with a friend, "collect" mode with 1 or 2 players, and race mode with 1 player (against the clock) or 2 players.

In "Jerome's Pad," you drive around a house and typical house objects. In "San Francisco," you drive around the city and the beach. "Velocity Park" has a speed track in race mode

When you play "race" mode, you get a long course to drive through. When you play either of the other two modes, you get a short, different course. So there are eight total courses.

In "Jerome's Pad," you drive around a house and typical house objects--there are different parts of the house for the race mode and the tag/collect modes. In "San Francisco," you drive around the city and beach in race mode, and a two-level parking garage in tag/collect mode. "Velocity Park" gives you a speed track (race) and a set of ramps/half-pipes/etc (tag/collect). Finally, in "The Old West," you have a canyon and really small town (race) or a not-as-small-but-still-puny town (tag/collect).

#### Playing the variations:

In race mode, you want to get from one point to another in the best time. When you start this mode a screen is shown telling you where you're starting and where you should go. Along the way you can go anywhere your car can get to which is not nearly as much as I hoped for in this game.

In collect mode, you must pick up a certain number of randomly-placed powerups in the shortest time possible. There's not a whole lot to say about this mode.

In tag mode (which I haven't truly tried since none of my roommates wants to play this game!) you must run into the

other car and make that car "it." If you're "it" for a certain amount of time (30 secs, 60 secs, etc.), you lose.

#### Details:

In two-player mode, the screen is split (like in most two-player racing games). The frame rate suffers a bit from this.

There are some "surprises." For example, in race mode in "The Old West," I found a flashing wall in tunnel that led me to Atari headquarters. There wasn't much to do here as far as I could tell, but it was neat (there's a missile in the back yard; aimed at 3DO??). Also, there are cacti to hit, causing an "ouch" sample to be played. In "Jerome's Pad," you can hit a blocky cat and hear it meow, or run over a small mouse and hear it squeak. Also, if you drive by the toilet, it flushes. The TV is playing a game of PONG.

#### Sound/Music:

There are several tunes to choose from as you drive. None of them seem especially inspired (compared to, say, Sonic 2)--In fact, the opening tune sounds suspiciously like a touched-up opening for Trevor McFur. There's also a couple of techno-sounding pieces (not as good as the ones in T2K), an old-west style piece, and a jazzy-type piece. You can hear all of the music by going to the games-select mode and choosing "Tag 2 players."

The sound effects seem scratchy and poorly recorded (especially the "cheer" when you finish a race or collect objects in collect mode). The car's sound is a typical engine sound.

#### Graphics:

Except for the well-drawn opening and selection screens, the game employs polygon graphics to simulate its 3D worlds. The polygons are "flat" -- no texture maps, no shading, etc. The sky is a pre-rendered bitmap but it suffers from dithering effects--it looks like it was compressed and resembles the quality loss many JPEGs suffer.

Not all of the polygons line up well. This results in multi-colored stripes between a few polygons (especially in "The Old West"). The multi-colored stripes come from artifacting on the TV, since that stripe is really a thin piece of sky behind the polygons. This is not big deal, except in some cases where the gaps between polygons are large enough to recognize the sky bitmap behind them.

As with many polygon-based games, you are sometimes "inside" of an object based on your point-of-view, and this causes several glitches in the graphics which are sometimes confusing and disorienting, regardless of your point-of-view (there are several, including "in-the-car," "behind-the-car," "in-front-of-the-car," and a "TV-angle" type of mdoe).

Most of the polygon objects are made of a few large boxes. For example, the cat in "Jerome's Pad" looks like a mailbox with three boxes on the front (a head and two ears) and a stick in the back (the tail). THE CAT DOESN'T EVEN HAVE LEGS!!!!!! AHHHHHHHHHH!!!! IT JUST FLOATS AROUND! Enough said.

[OK, you've put up with my ranting enough, and you're wondering, "but is it still a fun game?" -- NO! NO WAY! YUCK!]

#### Control:

The joystick: turn left/right with the + pad. Press B to accelerate, A to brake, and C to reverse. The a-b-c buttons are user configurable. Press numbers on the keypad to change views (the "TV"-type view is only available in tag/collect modes). You can change

the music playing when the game is going.

It's WAY, WAY, WAY too easy to oversteer in some places, and in others, you can't turn sharply enough! And, in some places, you can be driving along what looks like a flat, wide road--and all of a sudden, you're spinning out! Without hitting anything! (or so it seems...) The manual says that if you press UP while turning, you turn slowly, and if you press DOWN while turning, you turn quickly. I couldn't detect a real difference between slow, normal, and fast turning, but maybe that's just me.

During the game, the OPTION key "rewinds" the action. Say you're on the side of a cliff and no matter how much you accelerate or reverse, you can't get anywhere (this happens WAY too often in the SF beach area). You can hold down the "rewind" to back up to a previous spot. When you go "out of bounds," say, into the SF bay, the program automatically rewinds for you.

CONFUSION ALERT: if you're using the "in-the-car" view and you hit the slightest bump, it looks as if you're flying all over the place. This is especially bad in "Velocity Park," where the main point is to hit ramps, etc.

#### Conclusion:

I have been looking forward to this game for a LONG TIME (since I got my Jaguar last November). I love games with an element of exploration, and I love driving games as well. The premises behind this game aren't too far-fetched, though there could be a few more competitive "game" elements involved (like racing computer players).

HOWEVER, after seeing the final product, I no longer expect good things from Atari. This game blows! The graphics are simplistic, even for a polygon-based game. And, more importantly, the control is awful!

Don't waste your money on this game. Rent it if you can, see the neat things in it (that'll take about 30 minutes), and return it.

Jaguar VHS Tape Offer Internet Review

-----  
From: qaz111111@aol.com (QAZ111111)  
Newsgroups: rec.games.video.atari

WARNING THIS MY BE THE UGLIEST POST YOU EVER SEEN. I HATE TO EVEN WRITE THIS.

I received the latest Jaguar Demo tape which reviews all the games currently available and most of the one's that will be available through January. Throughout this reveiw I'll type completely unbiased opinions from my girlfreind which I can easily say would be your average Joe player and buyer.

I strongly suggest that you get a hold of the video, so you can see what I mean. THIS IS REALLY SCARRY. (Make sure your sitting and that you havn't ate in a while).

Obviously all my opinions are simply based on what I saw on the Demo. Keep in mind however I probably like you have seen countless games before and you can somewhat get a feeling of game simply by looking at it. For these games to be even good overall they would all need game play value to be skyrocketing! With the overall quality of graphics most won't even get that chance.

OVERALL rating is based upon a tablespoon of what's currently available

from other systems, plus a teaspoon of advancement from those systems, plus a smidge of what I have been seeing from upcoming systems.

A 5 would likely represent a good Genesis game.

OVERALL CATEGORY RATING is based upon the same factors above with were I think (and probably you think) this system should be. So if all games get a 5 (good Sega Game) overall would probably receive a 2-3 simply because these should be better than a Genesis game.

1. It looks like what is currently available may be the best we gonna get in a while. OVERALL RATING (1-10) 2 Seriously.

2. All the platform games are very weak, except maybe Rayman (6). The games on the video with exception to Rayman are below average of Genesis platforms. Rayman looks comparable to say Aladdin, but does it play like Aladdin. Bubsy(2) and Zool2(2) uses awful colors and offers poor graphics, while Flashback(3) has some decent animation but small simple graphics. OVERALL GROUP RATING 2. Rayman to me doesn't look as amazing to what I've been hearing.

3. Racing Games. Burn Out Motorcycle(5) by far looks the best, but looks slightly better than Road Rash on the Genesis. Road Rash 3D0 has nothing to worry about here let me tell ya. Checkered Flag(4) has one of the ugliest cars you'll ever drive, but one of the 3D views you can select looks pretty good however but overall average at best to a good Genesis racing game. Club Drive(1) looked awful and probably got the worst comment of them all from my girlfriend she immediately thought of PONG! Why would somebody waste all that time programming this is beyond me, this looks like entry level Shareware, and what about Atari quality. OVERALL GROUP RATING a 3, Burn Out maybe ok, but nothing we haven't played before.

4. Fighters. I guess Ultra Vortex(6) looks like maybe the best one, but from what I see you really can't tell. All of them have decent graphics, which include Dragon(5), Kasumi Ninja(5), Double Dragon V(4). This category is gonna come down to gameplay but comparing to a Genesis there is only marginal improvement on graphics and gameplay will probably at best equal the best Genesis has to offer, again no major step here. Fight For Life has potential but has a long way to go to be a really killer, to say this is gonna be a great one is hoping. OVERALL 5. Six button controllers will make up for slightly better graphics.

3. Doomers. Definitely the strongest group here. AVP(8) is very good. Wolfenstein(7) is good. Doom(8) looks like it is very good (but compared to PC, average). This group separates itself from the other systems available and really to me this is the only group that does it. OVERALL GROUP RATING (7).

4. Sports minus racing games. Troy Aikman(1) this one looks bad, the execution looks horrendous, graphics look in between SNES and Sega. Why even release it? Sensible Soccer(1) is done from a blimp view and some will need binoculars to play it, guaranteed 8-bit Atari 800 graphics here. JMF and FIFA for Genesis are worlds ahead. Val Skiing(5) is all white, speed seems to be lightning fast, this one could be decent if they added better overall color selection plus more on-screen graphics. Brutal Sports(3) why this and not a real sports game first? OVERALL GRAPHICS RATING (1).

5. 3D Polygoners. Along with Doom types this area seems to be a JAG specialty. From Club Drive to Checkered Flag to Cybermorph to Iron Soldier



to FFL to Hover Strike to Aircar. Event though a specailty not really a good one at that overall. Leaving out the games mentioned above, the much ballyhooed Iron Soldier(6.5) looks to be the best but there's no way I would say this is a sure fire hit. The graphics are slightly better than Cybermorph while the gameplay can't be told just by viewing, but really overblown to this point. Hover Strike (4) and Aircars (5) look to be very very very similar to Cybermorph. OVERALL GROUP RATING 3.5.

6. Shooters. This video made Raiden(5) look like one of the best games on it, really! Trevor(2). That's it! OVERALL GROUP RATING 1.

7. The Rest. Tempest 2000(8), the only game you can buy for this system which another doesn't have. Syndicate(3) poor use of color, Sega graphics, and a blimps eye view. Theme Park(1) WHY? again poor use of color and Sega style graphics. Cannon Fodder(3) looks like decent fun but again poor colors, sega graphics and a blimps eye view. VLM(3) even looks poor, I hope this was one of the chinzy effects, looks like 8 bit stuff here. Dragon's Lair looked like a commerical and probably was for another version, this should look like the Arcade with what I've been hearing about the CD unit and the video surely does not. OVERALL GROUP RATING 2. Tempest can't even save this.

Don't Take it form me though. Fax Atari at 408-745-2088 and order it. Cost is \$13.90 visa - mastercard. Beleive me it's worth it, you really need to know what there up to.

#### THOUGHTS:

1. Why no CD ROM demos? Something has to be close.
2. They better add something to the CD. This system either doesn't have the horses we were lead to beleive or the programmers should be doing something else or the system is simply a bear to work with. I don't know.
3. Why does Atari even release this tape, it surely doesn't do the system justice.
4. The CD must be the way to go. Cart's must not be able to unleash the taotal power of the JAG.
5. You could easily take all games reviewed here and match or beat with other systems that have been out for years. All games except DOOM-AVP-WOLF could be easily done on the SNES or Genisis while those games could be done on a \$1200 PC.
6. This video just tells me to put my JAG back and wait again. Which is no problem to me.

I really feel I have been fair here, it sounds bad and it should. I like you just want to play the best games available and from what I saw the new batch doesn't seem to cut it. As my girlfreing stated "Technology Seems To be Going Backwards", I'll state "the more things change the more things stay the same", this is a old Commodore line, Sheeesh.

Questions welcome.

BH

Alien Vs. Predator Hints

-----

From: jmkaraka@eos.ncsu.edu (John Martin Karakash)  
Newsgroups: rec.games.video.atari

Note: some of this stuff is \_slightly\_ inaccurate or just plain vague. =)

#### Weapons:

Shotgun: Right outside the cryochamber in the brig.  
Pulse Rifle: You have to go through an airduct 3C on level 3  
Flamethrower: It's in the armory on level 2 or 4 (security card 7 needed)  
Smartgun: On the Predator ship (have fun!)

note: The flamethrower really sucks at close range and isn't so hot at long range. Also, keep a LIGHT trigger finger when using the smartgun!

note: Make sure you have some smartgun ammo before you pick the smartgun up. =)

Motion Detector: In a small room really near the elevator on level 5

note: It also acts as a 'compass'. Look carefully at the perimeter of the MD's display for direction markings.

#### Security cards:

- 1: Just south of the brig's entrance
- 2: On the other side of airduct 3B on level 3
- 3: Officer's Area level 2 (go through airduct 3B)
- 4: In the training maze on level 4
- 5: Accessible by the 'east' elevator on level 5 (try southwesterly)
- 6: In the med lab on level 4 (go through airduct 4C)
- 7: In a freestanding room, just south of the east elevator in level 1
- 8: Alien ship, but why bother? =)
- 9: On the predator's ship
- 10: Queen Alien's Chamber. Take several long breaths before you grab it!

Spoiler FAQ helpers: howard@lloyd.com (Howard Chu)  
sabbath@cix.compulink.co.uk (Graeme Rutt)  
owade@ea.com (Oliver Wade)

#### Alien Vs. Predator Cheats

-----

The following is a cheat for Alien Vs. Predator that can be used for any character, but best used for Marine.

When starting to play game, hold down Pause (and keep holding it) then hold down Option (and keep holding it). The game should be in the save mode screen. Then press the "1" and "3" keys while still holding the Pause and Option button down. Let go of the "1" and "3" keys, but not the Pause and Option buttons. The save screen should disappear. Hold the "2", "5", "7", and "9" keys together. Let go of the keys. You should hear the Predator's laugh to confirm that the code has been activated.

#### SECURITY CLEARANCE

Press Option and "6" to raise security level.  
Press Option and "9" to lower security level.

#### MOTION TRACKER

Press Option and "8" to toggle tracker on/off.

#### WEAPON ACCESS

Press Option and "1" thru "4" to access weapons.

#### ALL WEAPON RECHARGE

Hold Option and "1", "2", "3", "4" simultaneously.

#### DOOM Cheats

-----

From: rbeer@deathstar.cris.com (Rich Beerman)

Newsgroups: rec.games.video.atari

I accidentally found some JagDoom cheat codes today.. They're quite an annoyance in that they'll flatly interrupt your game if you're not careful. These codes will very easily skip through levels.

With these codes,

Button A is equal to 10.

Button B is equal to 20.

For example, if you press A, 1, and PAUSE at the same time, you will be shuttled off to level 11.

If you press B and Pause at the the same time, you will be jumped to level 20.

If you press 2 and Pause at the same time, you will be placed at level 2, and so on.

I hope these don't ruin anyone's JagDoom'in experience! :> .. As for myself, I'm nearly done with the game w/o cheat codes.. But it was worth the 75\$.

- Rich  
rbeer@cris.com

From: kjfreche@email.unc.edu (Kent J Frechette)

Newsgroups: rec.games.video.atari

Someone here posted earlier that they had figured out some new codes other than the level skip, but they didn't want to piss off Atari or Id by posting them...well, to hell with both of them! This game was due out in June!

I was messing around with the level skip code and I found these, which are just a logical progression from the previous code.:

1) God Mode: hit pause during play and push \* and pause together.

2) Happy Ammo with keys: hit pause and then # and pause together.

Enjoy the codes.

So far I've only used them to explore the levels I've already beaten fair

Kent Frechette

Jaguar Messages of Interest

-----  
-From: nyousefi@walrus.mvhs.edu (Nima Yousefi)  
-Newsgroups: rec.games.video.atari  
-Subject: Fight For Life on News  
-Followup-To: rec.games.video.atari  
-Date: Thu Dec 1 14:16:45 1994

I thought someone would make a post about this, but I guess no one did.

I live in the Bay Area, which is Atari's home area, so they get a good number of free press here. So on Thanksgiving I went to a persons home with my family, when I got home I started watching tv. While flipping I saw a computer rendered person fighting another one, so I started watching. I missed about a third of the beginning, but I figure the report was on computer rendering and realism. Anyway, they were talking about how games now use advanced graphics and use actual people to make the moves. They were in a warehouse and kept showing some guy doing chessy karate. Then they said who this whole game was for...ATARI. Yes, it was Fight For Life!

They gave the Jaguar a promo and then said that "they were working on a new fighting game for the 64bit Jaguar" or something to that effect. The graphic really sucked, it was like the pictures of Virtua Fighter for the Saturn when they were 10% complete. What I like was the way the camera moved and rotated. Also, from what I saw, it looks like the game has a better sense of gravity than VF. It was channel 7 at about 11:20, or around there. Did anyone else see this news report, or have anymore info. on this game( I love it)

PS: Maybe its just me, but it seemed as though the game was moving too fast.

--

This is my opinion and is not the opinion of Monta Vista High School or anyone associated with Monta Vista High School other than myself.

Nima Yousefi  
nyousefi@walrus.mvhs.edu

-From: JBroady@ix.netcom.com (John Broady)  
-Newsgroups: rec.games.video.atari  
-Subject: 3D0 President Trashes Atari in Interview  
-Date: Fri Dec 2 10:33:34 1994

I just got my copy of "Next Generation" Game Magazine. It's a good magazine, and I suggest that everyone take a look at it.

But in the magazine is an interview with Trip Hawkins, the President of 3D0. He is arrogant and overoptimistic about the 3D0; he believes it is the best system in the world. But he saves his harshest words for Atari:

"We believe that to be a real competitor in this market, you've got to have about \$500 million in capital. Now, the 3D0 company has more than \$100 million, and then we have Matsushita, our other hardware partners, and then all of our software partners and all of these companies together are making this kind of investment.

"Atari really doesn't have any partners, they don't have much money themselves. So I personally think it's facetious for them to think that they can even compete. This is a fairly basic business reality for them and you can see that over the past year - in fact, over the past

several years - there's been a trail of broken promises to the marketplace. And frankly, what they say about the product is very misleading. They've gotten pretty far on pure smoke and mirrors but I think that after this Christmas the reality will be very clear to people."

I couldn't believe how arrogant this man is. I hope Atari proves him wrong.

-From: Kenneth E. Lee <73110.713@CompuServe.COM>  
-Newsgroups: rec.games.video.atari,alt.atari-jaguar.discussion  
-Subject: New Jag DOOM and Iron Soldier ad blitz  
-Date: Wed Nov 30 15:44:49 1994

Atari had some news yesterday: New ads for Jag DOOM and Iron Soldier are going to start next week! Along with the previous ads, they will blitz the networks thru Christmas. Be sure to protect your living rooms from all the drool by stocking up on Kleenex now!

I've been seeing the PC DOOM II ads on TV so people who want the most faithful reproduction on consoles on the bigscreen and without the PC compatibility hassles can opt for the \$250 Jag. By the way Bill Rehbock (who is the Atari software VP I think) posted a few days ago a message that they are doing multiple shipments of Jag DOOM to retailers (as the guy from Babbages mentioned too) so just ask your store manager to order more before the rush next week.

Bill Rehbock is in Japan recruiting more developers for the Jaguar. Maybe he is also meeting with Sega for something special for the Jag CD (or joining up for the Jag II)?! Probably he will pick up a couple of Saturns for Atari R&D to look over though. From what some people were hinting the texture mapped Virtua Fighter for the Jaguar will be much better than than Saturn and a guy in the UK who saw the video of the Sony VF-type fighter said that it wasn't smooth and the gourad shading covered up a lower number of polygons than he expected. The Jaguar version will be out before the Saturn and Sony start shipping (nothing similar are showing for 32X and 3D0?) so Atari has a good shot at becoming the number one 32/64 bit console in the US and UK early next year!

-From: khaley@nova.gmi.edu (Kevin Haley)  
-Newsgroups: rec.games.video.atari  
-Subject: Air Cars and Zool 2  
-Date: Sun Nov 27 16:51:42 1994

Did anyone notice the advertisement for Air Cars in the latest DHGF?

The developer is Midnite Software; the game is supposed to be "coming soon".

Air Cars doesn't look like an impressive title (kinda looks "Cybermorph"-esque), but the interesting thing is that you will be able to play with up to 8 Jaguars on a Jagnetwork! Anybody have more info on this title?

Also, Zool 2 is "supposed" to be out soon. Babbage's has a picture of the box in their holiday catalog.

I don't expect anything spectacular from these titles, but I thought they were of interest and worth mentioning since I haven't seen them discussed here previously.

/Kevin

-From: andren6@cti.ecp.fr (ANDRE Noel, Jean, Julien)  
-Newsgroups: rec.games.video.atari  
-Subject: NEW review of Checkered Flag !!!  
-Reply-To: andren6@cti.ecp.fr  
-Date: Thu Dec 1 21:13:40 1994

I've just read the december issue of the french magazine 'CONSOLES+'  
They review two games : Checkered Flag and Doom, and make the comparissons  
between Checkered Flag / Virtua Racing 32X and JagDoom / 32X Doom.

\* CHECKERED FLAG : 93% (Virtua Racing 32X was the best game of the  
month with 94% )

They say they were impressed by the smooth animation :  
' it never slows down and the change between viewpoints are really smooth '  
( of course dis is a translation from french ).

They say once you get the control you can't stop playing it  
( and they say they like the control !!! )

It is also noticeable that the skies are all different from  
all the other reviews I've already seen ( with a smooth gradient ) so it  
could be a new version as someone already said.

Finally, they say Checkered Flag is more impressive, has more  
viewpoints and more tracks with more variety <<BUT>> it doesn't have the  
2-player mode unfortunately.

\* DOOM : 92% ( DOOM 32X got 91% )  
~~~~~

They say both versions are excellent, but they prefer the jag  
one because of the link and the atmosphere which is more faithful to the  
PC-one...

There are also very positive previews of Kasumi Ninja, Rayman and Iron  
Soldier ... (I played an unfinished version of Rayman yesterday and it is sooooo  
o  
nice I can't believe it. Only three levels and one bonus zone were playable and  
I hope there will be a lot more new levels in the finished version because that  
could be the only real bad point in this game )

-Newsgroups: rec.games.video.atari  
-From: miked@arador.nsc.com (tCW)  
-Subject: Atari Jaguar blurb from DataQuest 11/28  
-Date: Mon Nov 28 17:29:53 1994

Dataquest releases an electronic newsletter every monday. Mostly  
semiconductor and computer related, but also delves into consumer  
electronics and computer related stuff.

Anyhow, they have mentioned the Jag three or four times now. I have never  
posted these before, but I figure some of you may be interested. This  
one is more or less "good" news. (Not anything new, just some AvP  
commentary).

Reprinted without permission. Only the Atari section is here. (My gut feel

is that Dataquest does not limit distribution of their "DQ MONDAY". But I might be missing a copyright notice or something like that. I will check next time!)

DQ MONDAY  
Industry Events and Analyst Insights  
The Still Recovering From A Turkey Overdose Edition  
November 28, 1994

Jaguar from Atari getting hot?

Atari's Jaguar 64-bit cartridge based system is getting more attention these days and some good reviews. The company has been touting strong sales of titles in press releases. For instance its Alien Vs. Predator game, launched October 21st is said to be nearly sold out. Of course that could mean they nearly sold all ten copies since figures were not disclosed. Atari said over 50% of its installed base purchased Alien Vs. Predator but they do not disclose what the installed base is. Word on the street is Jaguar is pretty hip. Dave Halverson, editor-in-chief of DieHard GameFan has told his readers this game is a must have and if they don't have a "Jag" to go out and get one. The Christmas season will be a good indicator of just how hot the jaguar is as consumers dish out upwards of \$5 billion for titles. In related news 3DO, which needs all the help it can get, was out promoting its system at FAO Schwartz in Manhattan New York this past weekend. Coopers & Lybrand L.L.P expect overall sales gains of 6.5 percent over last year's holiday.

-Newsgroups: rec.games.video.atari  
-Subject: Teque's F1 Racing game coming !  
-From: bseddon@molbiol.ox.ac.uk  
-Date: Mon Nov 28 09:11:42 1994

Saw Games World mag (UK) yesterday and they previewed a game called Teque's F1

(Something like that). Looks like it could be the racing game we hoped CFII would turn out to be. Its being developed by London UK based company Teque (sp??) and features a full Formula 1 season of motor racing with all the teams

(names altered, Legal stuff?). Graphics look promising and they are boasting 16bit garoud shaded poly's. Available Feb according to the mag (pinch of salt

req.) If anyone from Teque is out there, please fill us in (correct my Sps).

This is exactly the kind of racing game I want.

Ben...

-From: mcsumner@aol.com (MCSumner)  
-Newsgroups: rec.games.video.atari  
-Subject: Atari Scores Big on GMA  
-Date: Thu Dec 1 07:55:05 1994

This morning's Good Morning America featured a video game face off, and Atari came away with some very, very good press!

They compared Genesis, Nintendo, and Jaguar by giving a room full of kids all the games to play with. While AvP (the only Jag game in the top ten) came in at #4, the voice over was quite nice with "that's the power of 64

bits, giving you smooth realistic 3D graphics" And they quoted a couple of kids saying things like "the graphics are very nice." The AvP scenes they showed were nicely selected, with doors sliding open, and an Alien being blown to muck.

The highest ranked Sega game came in at #7. And when the final tally was made, the announcer reported "surprisingly Atari, with a brand new system, came in second." During the whole piece, there was a Jaguar kiosk behind the announcer, looking very cool.

The impression was definitely given that the Jag was a real contender.  
-Mark

-From: svensson@bucknell.edu (\*\*SVEN!!!\*\*\*)  
-Newsgroups: rec.games.video.atari  
-Subject: Took Jag to Parent's House  
-Date: Sat Nov 26 17:48:50 1994

Well, I took my Jag to my parents house for Thanksgiving to show to some of my cousins and other friends of the family. Well, if you don't think that Atari's advertizing is working, here's a testimonial:

My younger relatives range in age from about 8 - 18. NOTE: Only two of the eight routinely play video games at all. Well, all of them had heard of it and seen the commercials on T.V. (even the youngest). All were eager to try it out (after a short demo from me). All were also enthralled by Tempest and AvP. My eight year old cousin wound up playing Tempest for about two hours straight until my uncle pulled him off the T.V. because he wanted to play. All the while, about ten to fifteen of my other family members watched in awe as they had never seen anything like this. One of my families closer friends is also a gaming junkie like myself. He had been wavering over whether to buy a Jag or not (he already has SNES, Genny, and 3DO) and wasn't sure. He wanted to wait until he saw one in action. Well, needless to say, he's hitting the stores at some point today for one :)

On another note, I went to the EB and Babbages near my parent's house (Middletown, NY) to see if they had DOOM. EB had gotten in something like five copies and all were reserved as are the next eight or nine copies that come in (damn!) and Babbages hadn't gotten their shipment yet, but expected it Monday (also with a fair wait list... damn, damn). The Wiz didn't have it either and of course the clerk was clueless. She just looked at me and said "well we only have five Jag games right now and that's not one of 'em. Maybe in a week or so." I didn't check TRU, but they're usually late with new games anyway.

Got back to my home in PA today and called my "local" EB (I use the term local loosely). They didn't receive their shipment yet, but expected it Monday or so. At least here I'm #1 on the wait list (yeah :)

Sven!!!

-Newsgroups: rec.games.video.atari  
-From: J.Dunford@lmu.ac.uk ("Dunford, Jamie [MIS]")  
-Subject: Jag Sensible games: Cannon Fodder and Sensible Soccer  
-Date: Mon Nov 28 09:01:36 1994

People seem to have a problem with Sensible Software in the U.S.

Whatever platform a Sensible game is released on everyone complains about the graphics being too small and bitty. This is by design, Sensible Software



are known for their games having the ultimate in playability.

Sensible Soccer is the greatest football game so far because it PLAYS like a football game. I played FIFA Soccer on the 3DO yesterday on a huge Philips 50" rear projection t.v. It looked superb, it sounded superb, it wasn't football. People like it because it looks like a football game, but it's not.

Cannon Fodder is popular because it's the most fun you can have while killing people. It's that good! It's not some monstrous polygon-shifter with texture mapped graphics, or has Phong shaded arseholes with Gourad shaded buttocks, it's a simple sprite game that is very playable.

Sensible games don't look a million dollars but are brilliant, and while this may disappoint jag owners who want something impressive to show their friends, just be thankful someone is actually developing for the system.

jamie

-----  
This is from Glenn Williams of Williams Development, who are doing the Jag conversion of Sensible Soccer.

-----  
The Jaguar version runs at full speed (60fps, no slow down) in 256 colour mode with 8 chan 16bit sound for the crowd. All the menus use 65535 colour mode.

The controls are as in the Megadrive version (ie 3 button, shoot, kick, pass) we think the Jag version is by far the most playable of them all.

The version we have converted is the International teams version not sensible world of soccer (if this version sells ok we may do the world update next year on CD). all team and player names are real (if you have a PAL machine, we had to change them for the NTSC version)

If possible the game should be played on a PAL system, its much better.

We use a full screen display (256 lines high, it was only 200 on Amiga).

Hope you like the game when it comes out.

-From: kth6489@u.cc.utah.edu (Kendell Huntsman)  
-Newsgroups: rec.games.video.atari  
-Subject: Re: Ultra Vortex in Final test Jan/95 release  
-Date: Sat Nov 26 20:16:13 1994

Travis Guy (aeo\_mag@delphi.com) wrote:

:

: Well, I guess then I can say that I spoke to a tester today who said  
: it looks -great-!

: --

: Travis Guy - Editor - Atari Explorer Online Magazine + "I was hoping you'd

Of course it looks great;) We're polishing up the logic for the computer (I keep getting my ass kicked) and sewing up odds and ends.

Should be fun.

```
+-----+
| Tim @ Beyond Games, Inc. E-mail: tim.huntsman@m.cc.utah.edu |
| | |
| Beyond Games, Inc. Phone#: (801)531-8500 *order/info* |
| PO Box 2754 Fax #: (801)531-1620 *yep..a fax* |
| Salt Lake City, UT 84110 <<Jaguar, 3DO,Lynx is our business>> |
| | |
| **Gentlemen! There will be no fighting in here! This is the War Room!** |
+-----+
```

-From: woodcock@bnr.ca (Gregg Woodcock)  
-Newsgroups: rec.games.video.misc,rec.games.video.atari  
-Subject: Venture: Lynx \*exclusive\*?  
-Date: Wed Nov 23 14:33:41 1994

I received a Venture (Target/Walmart like store) flyer in today's mail and on the first page there is an ad for the Atari Lynx! It reads:

```
+-- +-- +-- +-- New! Available only at Venture.
| | | | | | Atari (R) Lynx colored handheld game
| +-- +-- +-- system. Color screen with the latest
+-- | | | | | 16-bit graphics. Includes four games.
| | | | | | (Model 300. Additional Atari cartridges available by mail.)
+-- +-- * +-- +--
A 269.75 total value!
```

So for \$69.99 you get a Lynx and 4 games. The ad pictures Ninja Gaiden, NFL Football, Hard Drivin' and Batman Returns and implies that these are the package but it may very well be that you get to choose your own 4 games from whatever is available at your store.

The question is, what is going on with all this "exclusive" Lynx marketing/dumping? First QVC, now Target...

--

-From: marsh@anvil.nrl.navy.mil. (Dr. Moze)  
-Newsgroups: rec.games.video.atari,alt.atari-jaguar.discussion  
-Subject: Jaguar in the Washington Post  
-Date: Wed Nov 30 11:35:53 1994

Today's Post has this month's issue of their monthly entertainment guide, Fast Forward. It contains a great (IMO) article that summarizes the various gaming platforms available now, with pluses and minuses. They cover PC's, Macs, Sega, SNES, Jaguar, 3DO, and CD-i. It is a very objective article with virtually no hype(!) or misinformation.

The main points can be summarized in the 3 ranking lists in the article:

#### SCORE CARD

| by COST | by SOFTWARE VARIETY | by GAMING EXCITEMENT |
|---------|---------------------|----------------------|
| PC's    | PC's                | ** Jaguar ***        |
| Mac     | Mac                 | 3DO                  |
| 3DO     | CD-i                | Sega                 |
| CD-i    | 3DO                 | Nintendo             |

|          |          |      |
|----------|----------|------|
| Jaguar   | Sega     | PC's |
| Sega     | Nintendo | Mac  |
| Nintendo | Atari    | CD-i |

I dunno about 3DO's software variety over Sega/Nintendo, unless they looked at types of games vs. just sheer numbers. This must be the case, as they have more available games listed for S/N than for 3DO.

There's also a 3-D graph of Excitement (x) vs. Variety (y) vs. Cost (z). Each platform is represented by a sphere. Atari appears well out on the excitement axis, 3DO/Sega/Nint. are pretty bunched up, CD-i less, Mac/PC further back near the y-axis. On variety, Atari is not too far back from the Nint./Sega/3DO grouping, with CD-i slightly ahead and Mac/PC a bit further out. On the z-axis (cost), MACs and PC's are "up there," while all the others are pretty close to z=0. The main visual impressions from this plot (which is on the Contents page) are: PC's/Macs cost a lot more than the rest, and Atari is noticeably more exciting than the rest!

My opinion of the Washington Post is up a notch or 2! \$^) Y'all may want to get a copy of today's (Wed. 11/30) Post. Hopefully the out-of-town version will have the FFWD insert. \$^)

-- Dr. Moze <Steve Marsh> marsh@anvil.nrl.navy.mil

-Newsgroups: rec.games.video.atari  
 -From: Andrew@andrew.demon.co.uk (Andrew Whittaker)  
 -Subject: end to my jaguar development  
 -Date: Fri Dec 2 19:06:48 1994

I wish to thank everyone who has supported me throughout the coding of AVP, and the kind reviews I received. Coding AVP was hard work having to contend with a tumour, major burns and a bereavement during the course of development!

and all support was well received.

Unfortunately Atari have informed me that they have no further need of my development work, having left Rebellion to join them! and terminated my employment.

So, I want to take this opportunity to thank you all before leaving the Atari scene and moving on to new pastures and wish you many games in the future to the standard of AVP that you may enjoy on your jaguar systems.

Anyone with work for an unemployed coder please call me (44+482+564431)

thanks again

Andrew Whittaker  
 programmer AVP

\*\*\* Finally, a message was posted in German about someone's experience with Iron Soldier at an Atari show. Jer Horwitz was kind of enough to translate this message to English. Only the English translation has been published. \*\*\*

-Newsgroups: rec.games.video.atari  
 -From: v08913s3@ubvms.cc.buffalo.edu (Jer Horwitz)  
 -Subject: Re: IRON SOLDIER (programming finished) English translation

-Date: Fri Dec 2 18:13:00 1994

It was interesting, but I've re-worked it into a closer approximation of English grammar, plus translated (hopefully correctly) a few words with umlaut vowels.

At the ProTos (event) I had the occasion to see for myself what Iron Soldier from the German firm Eclipse looks like. I'd like to thank Marc Rosocha, the head chief in charge at Eclipse -- many thanks... (etcetera)

I could hardly wait to have the final version of Iron Soldier in my hands. I've known about this project since the beginning of 1994 and have looked through the games several times since then, playing test levels. I was especially thrilled by the presentation and the (assureschiedenen?) missions.

In Iron Solider, the player controls a gigantic robot through enemy lands. The aim of the games is to complete (successfully) 16 missions. Powerful adversaries oppose you, (who would join as companions to spit in your gear??) You can select from roughly eight weapons, though not all are available from the start. You begin the game with one little rifle. You can improve your weaponry with grenades, a machine gun, or the (one use? all powerful?) missile you find later in the game.

At first you have the choice between four missions and only one weapon (the little rifle). When you successfully complete the first four missions, you and reach the next four and so forth. (part deleted, not sure if it says that he has criticisms of the in-game images, as eyes have to wander around the screen.) In the upper left you see your robot and the position of his arms, (the movement becomes problematic?)

On the right side is the radar. Bottom- and air(ziele?) become shown (verschieden) color. On the under part of the screen you see the status meter of the Iron Soldiers. Here you can read how healthy you are. Weapons are changed with the number keys on the Jaguar pad. You shoot with the B-button. A in tandem with Up or Down on the controlpad (does some sort of movement...) The control mechanism is naturally at first.. (something, maybe confusing?) - it doesn't feel all that difficult.

The great graphics start from the beginning. Previously Mark was responsible for graphics in the Atari and Amiga demo scenes and he made a good name for himself, where the elite call him. The (read? text?.. what's this mean?)

You can hear the sound, also. The effects sound very realistic. The helicopters sound extremely realistic. Six songs plus title music are there for he who player through the different missions. The title music stems (comes) directly from Atari, and the in-game music from a single German programmer. Don't fear, the songs sound wild and are as vital as the songs in Tempest 2000. Now, noone will claim that the Jag has a problem with sound!

The vector graphics in the game fly on RGB-outputs with a maximum frame rate of 30 frames per second, on PAL consoles with 25 FPS. (this is a rough translation here:) When you see this all happening, a whole row of houses falling to the earth, you can hardly (describe it?)... Especially in writing when the houses burst. (etc) You'll see it yourself!

Shoot a missile and you change the perspective. There, you can point the rocket and can navigate it exactly. This is where Iron Soldier's speed is shown off. After the impact...

..the missile changes the camera to another view. There, you can sit back and watch the (devastation?).

Naturally Marc and Michael Bittner built cheats into the game... Understandably, I can't share the cheats with you. At the ProTos presentation, Iron Soldier was shown for two days. The audience was enthusiastic. The big question was: "can I buy that game [in stores] already?" It's two weeks off (in California?). Standing here, I can predict hearing: "If I want to live, I have to get a Jaguar!" or "Wow, what power it actually has!" (I think that's what it meant.)

One or two people were critical. One guest at the show asked me why the graphics only consist of normal vector graphics. Now, Iron Soldier uses texture-mapping and shading not only on houses but on all buildings (?). The worlds are extremely large. Naturally, the more textures you use, you slow down the game, and speed should be the foremost concern in this game.

Others saw Iron Soldier as incredibly impressive. One guest wasn't impressed (??) with the exploding houses, that they weren't especially realistic. What is someone supposed to say to that? I've never seen cooler explosions.

(Something about the speed of the Jaguar's purchasing/sales increasing when Iron Soldier is out.) Besides all of the positive aesthetics, you should also be assured that Iron Soldier will be a big hit. Many people already ordered this

game before release, and other people will have problems getting this game, (there's still an opportunity to get it and have it for Christmas?)

Here's a last piece of quality info: Eclipse already has several new projects on the horizon, naturally including Iron Soldier 2 and a pair of other projects, but I can't tell you anything concrete...

800 Jags were sold in 2 days from Pagedown at the ProTos.

Originally posted by: Felix Brandt (brandtf@information science.tu-muenchen.de)

December 1994 CAIN Jaguar Letter Writing Campaign

-----  
Organized by: Len Stys

The following is part of the 1994 CAIN Jaguar Letter Writing Campaign. Only the month of December is listed. If you wish to still send letters for September, please read the CAIN Newsletter Supplement for the complete campaign.

The goal of this campaign is to interest popular game companies to make their games for the Jaguar.

\*\*\*\*\*  
\*\*\*\*\* DECEMBER, 1994 \*\*\*\*\*  
\*\*\*\*\*

QQP, Inc.  
Broderbund  
Konami  
MicroProse

[illegible]

Many people are not familiar with QQP, but the company has released some pretty amazing games for the PC. Some of the games are: Solitaire's Journey, Merchant Prince, The Perfect General, Conquered Kingdoms, and their most recent--Origamo.

Most of the games that QQP makes either has to do with strategy or war. Strategy games are always popular, but war games have been restricted to PCs due to lack of a "save game" feature on video game systems. Jaguar can save games on its cartridges so this is no longer a problem in getting war games to home video game systems.

The mailing address for OOP, Inc. is:

QQP, Inc.  
495 Highway 202  
Flemington, NJ 08822

The following is a list of things in which you may want to say in your letter to QOP:

Dear Sir or Madam,

- 1) How much you enjoy strategy games.
- 2) How much you enjoy your Atari Jaguar.
- 3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
- 4) The games that you love to see on the Jaguar (choose two or three QQP games).
- 5) How you would like to see these games make use of Jaguar's voice-modem and networking capabilities.
- 6) How you believe QQP games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
- 7) How you will run out and buy QQP games when they are produced for the Jaguar.
- 8) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>>> Broderbund Software Inc. <<<<<<<<<<<<<<<<<<<

Broderbund Software is well-known for producing two games. The first game is a CD-ROM game called Myst. The second is the Carmen Sandiego series of games. The Carmen Sandiego is educational.

The mailing address for Broderbund Software Inc. is:

Edmund R. Auer, President  
Broderbund Software Inc.  
500 Redwood Blvd.  
Novato, CA 94948-6121

The following is a list of things in which you may want to say in your letter to Broderbund:

Dear Mr. Auer,

- [illegible]

- >>>>>>>>>>>>>>>>>>>>>> MicroProse Inc. <<<<<<<<<<<<<<<<<<

MicroProse is already developing Jaguar games so this letter will be mainly to thank MicroProse and encourage the company to make more of their games for the Jaguar. MicroProse is supposedly making Grand Prix, Gunship 2000, and possibly Star Trek: The Next Generation game. But MicroProse has made a lot of fantastic games for the PC that should really be made for the Jaguar. These include: World Circuit, Fleet Defender, Master of Orion, and Civilization. Civilization has already been made

for the Falcon030 so it may not be too hard to convert the game to the Jaguar. Since Jaguar can save games on cartridge, it may be possible to make Civilization on the Jaguar. MicroProse is also making Across the Rhine, Colonization, and Masters of Magic.

MicroProse is indeed a very good company to have making Jaguar games. The quality has always been good and it would be nice for the company to make a lot of their games for the Jaguar.

The mailing address for MicroProse is:

Ronald J. Bueche, CEO  
MicroProse Inc.  
180 Lakefront Dr.  
Hunt Valley, MD 21030-2245

The following is a list of things in which you may want to say in your letter to MicroProse:

Dear Mr. Bueche,

- 1) How much you enjoy MicroProse games.
- 2) How much you enjoy your Atari Jaguar.
- 3) How you are really glad that MicroProse is making games for the Jaguar.
- 4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
- 5) How you would like to see other popular games besides Gunship 2000 and Grand Prix be made for the Jaguar (name a few of your favorite MicroProse games).
- 6) How you would like to see the Jaguar voice modem and network capabilities used in MicroProse games. (OPTIONAL)
- 7) How you will run out and buy MicroProse games when they are produced for the Jaguar.
- 8) Thank you to Mr. Bueche for reading your letter and for making games for the Jaguar.

You may also want to FAX MicroProse at the phone number: 410/771-1174. But only FAX MicroProse if you do not have time to mail the letter or if you have already sent mail to the company.

After you have done writing all of these companies, the letter writing campaign will be finished. If you have written all of these companies, the campaign will no doubt be successful and we will be seeing the games we want for the Jaguar very soon.

Please spread the word around about this letter writing campaign on online systems, BBSs, message areas, user groups, and any other place that you can help get the word out about this campaign.

Also, please tell your friends! It is very important to get everyone participating in this letter writing campaign!

\*\*\*\*\* THANK YOU! \*\*\*\*\*

Jaguar Commentary

-----

Len Stys

The Jaguar is looking like it will be successful now. I have to compliment



Ron Beltramo, the Vice President of Marketing at Atari Corporation. The marketing at Atari has improved tremendously in the last few months. The present Jaguar magazine ads are very well done. The screenshots are nice and big and the captions under the screen shots are clever and cool sounding. Something gamers will appreciate!

I can't say that I liked the Video Game Marketing 101 television commercials. I just didn't think kids could relate to it. But the Alien Vs. Predator was pretty funny and got the job done. Atari is now making commercials for three potential blockbuster games: Doom, Kasumi Ninja, and Iron Soldier. You know Atari's marketing has improved when they start advertising the best games for the Jaguar.

Some of the games like Club Drive and Dragon: The Bruce Lee Story have been reviewed to be lemons. But I'm pretty sure the reason Club Drive didn't turn out to be that great was because the voice-modem wasn't complete and Atari just wanted to get the game out. Maybe Atari will take some time after the new year to improve the game and pack it in with the voice-modem when it is done?

Other games like Tempest 2000, Wolfenstein 3-D, Alien Vs. Predator, and Doom have turned out to be hits. And games like Kasumi Ninja, Iron Soldier, Rayman, and Ultra Vortex are expected to be hits too.

The earlier reports were that Checkered Flag's control was pretty bad. But the control problem was reportedly fixed the last minute and the reviews were that of the old Checkered Flag. The clouds in the fixed version are also reported to be better. One recent review gave the game 93%--only 1% behind Virtua Racing and only because it didn't have two-player support. Hopefully, this will change in Checkered Flag II.

That's it for this month folks. This should be one very exciting December.

\* \* \*

<< Computer Shows >>

Updated: 11/28/94

To include shows (preferably shows that include Atari products), for the Cleveland Free-Net Atari SIG's Show list and the CAIN newsletter, send the show's name, date, location, and any additional information to [xx004@po.cwru.edu](mailto:xx004@po.cwru.edu). Please address the e-mail with the subject "Computer Show". The following information is correct to the best of our knowledge. However, we cannot guarantee its accuracy. Corrections and cancellations are therefore requested.

|                                 |                  |          |
|---------------------------------|------------------|----------|
| Shows at a Glance               |                  |          |
| Name                            | Location         | Date     |
| 1. Toad's Holiday Festival 1994 | Severna Park, MD | 12/03/94 |

For more information on these shows, please consult the Atari SIG on the Cleveland Free-Net (telnet to freenet-in-a.cwru.edu or Nextsun.ins.cwru.edu)

Once connected to the Free-Net type 'Go Atari' to get to the Atari SIG.

In addition to show information, the CAIN newsletter would like to print any reports, summaries, or reviews of these and other recent shows. Please send any of these articles to 'aa338@po.cwru.edu'  
Thank-you...

#### Vote Issues and Results

-----

#### << Voting Booth >>

One exciting feature of the Atari SIG is its voting booth. Here, users can create their own opinion polls. The voting booth is accessible from the main menu of the Atari SIG on the Cleveland Free-net (CFN). Select option '11' from this main menu to enter the voting booth.

#### General Information of Need

-----

#### How to Contribute to CAIN

-----

For full details on contributing to CAIN, please check out the "CAIN Online Newsroom," option 13 from the Atari SIG's main menu. In summary, we can use articles, tutorials, and reviews on Atari products. The format is simple --ASCII format with 80 characters per line. The text should be sent via internet electronic mail to "xx004@freenet.cleveland.edu". All submissions to CAIN become the property of CAIN, unless otherwise agreed upon.

#### Article Requests

-----

Below are some suggestions of articles we would like to see in future issues of CAIN. For a complete list of newsletter needs, please consult the discussion board under the CAIN Online Newsroom (option 13 from the Atari SIG's main menu).

#### Newsletter Needs

-----

**Communications:** Any articles that fits into the area of communications (ie: reviews, summaries, articles, tutorials on BBS systems, term or BBS software, services, etc for any Atari computer) may be submitted to this section. When submitting to this section, please address this article with the subject "Communications."

**File Archives:** Any type of summary, review, or list of new files that are on any Atari ftp archive will benefit our readers. Please address this article with the subject "ftp archives."

**Tutorials:** CAIN is actively seeking any project, "how-to," and tutorial articles for future issues of CAIN. These articles can be for any type of Atari product. Please address this article with the subject "Tutorial Submission."

**Atari Shows:** Not only can we use information on upcoming Atari Shows, but we also can use reviews and summaries of recent Atari shows. Please address this article with the subject "Atari Show Information."

-----  
THOUGHT OF THE MONTH: A major game company developing for Jaguar soon? Maybe.  
-----

[C]entral [A]tari [I]nformation [N]etwork Newsletter Nov.30, 1994  
Copyright (c) 1994 All Rights Reserved No.008  
-----

Central Atari Information Network (CAIN) Newsletter is produced by Cain Publishing and is no way affiliated with Atari Corporation. Cain Publishing is made up of the Cleveland Free-Net Atari SIGops. CAIN Newsletter editors/staff produce this publication on a volunteer basis strictly to benefit users of Atari products. Views, and opinions expressed herein are those of the article's author(s) and not necessarily those of the editors/staff of CAIN Newsletter, the Cleveland Free-Net Atari SIG, or its affiliates. Permission to reprint articles is hereby granted, unless otherwise noted. Reprints must include: Name of article, author's name, name of publication, date, and issue number. CAIN Newsletter may not be edited in any way without prior written permission. CAIN Newsletter is believed to be reasonably accurate. If any inaccurate information is found within, please contact the editor of CAIN Newsletter and a correction will be made in the next issue.  
-----

Atari, ST, Mega ST, STE, Mega STE, TT030, Atari Falcon030, TOS, MultiTOS, NewDesk, BLITTER, Atari Lynx, ComLynx, Atari Jaguar, Atari Portfolio, Atari 400, 800, XL series, XE series, and the Atari Fuji Symbol are all trademarks or registered trademarks of Atari Corporation. The "Free-Net" name is a Servicemark (SM) of the National Public Telecomputing Network (NPTN). The Free-Net "FreePort" software is copyrighted by Case Western Reserve University. FreePort is a registered trademark of Case Western Reserve University. All other trademarks and identifying marks mentioned in this issue belong to their respective owners.  
-----